The Isofarian Guard
Campaign 4

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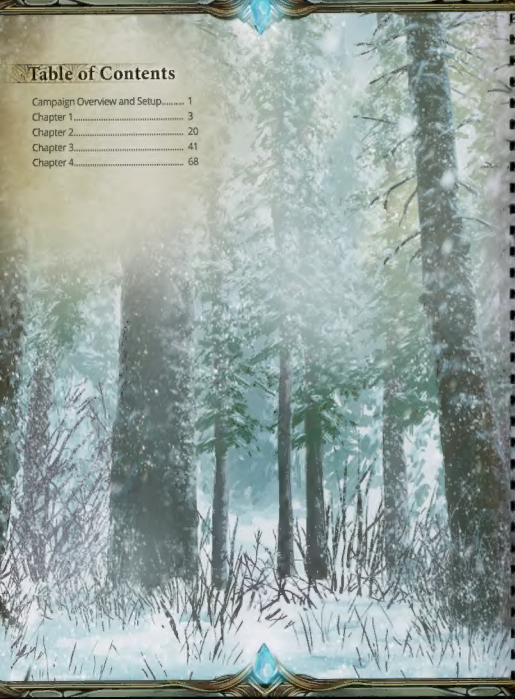


Campaign Overview & Setup

Campaign 4 begins with Pavel and Yana just after the events of the Prologue.

If playing solo, you'll control two Guards. If playing with another player (co-op), you can choose which player controls each Guard throughout your adventure.

Follow the setup listed on page 18 of the Rulebook.

Pavel begins with the following stats:
Health (HP): 20
Attack (ATK): 3
Defense (DEF): 2
Action Points (AP): 2

Place the required cubes for Pavel's stats in his Guard Dashboard.

Pavel begins with the following equipment:
Weapon: Iron Hammer (1 Star)
Armor: Guard's Tunic (1 Star)
Accessory: None
Item: Health Potion
Satchel: None

Find his starting equipment cards in the square card index, and place them in the marked slots of the Guard Dashboard.

Pavel begins with the following chips:
(Based on his starting stats, 3 ATK and 2 DEF)

3 X

2 X

Place Pavel's starting chips in his bag.

Pavel begins with the following Guard Ability Cards:
Silver Torrent/Toxic Slam
Pride of Isofar/Overtake
Adrenaline Rush/Life Offering

Cards are always placed with the 'Primary' (P) side up. You may place these cards in any of the six available slots on the Guard Ability Dashboard.

Pavel also begins with a single Stonebound Ability Card: Obsidian Formation

You may place 'Obsidian Formation' in any available slot on the Guard Ability Dashboard. Place a 'Purple' (Darkness) Speaking Stone gem in the numbered slot just below the card in its 'Ready' slot (left slot). Note that 'Obsidian Formation' has an '**Obsidian**' Speaking Stone listed on the back of the card. Find an Obsidian Speaking Stone card from the 'Speaking Stone' section of the square card index, and place it under Pavel's weapon (Iron Hammer) on his Guard Dashboard. Obsidian uses the slot on the back of Iron Hammer and gives Pavel an additional chip for his bag.

Place the following chip in Pavel's bag 1X

Proceed to page 2 to for Yana's setup.

Campaign Overview & Setup

Yana begins with the following stats:
Health (HP): 20
Attack (ATK): 2
Defense (DEF): 1
Action Points (AP): 2

Place the required cubes for Yana's stats in her Guard Dashboard.

Yana begins with the following equipment:
Weapon: Pine Staff (1 Star)
Armor: Guard's Tunic (1 Star)
Accessory: None
Item: Health Potion
Satchel: None

Find her starting equipment cards in the square card index, and place them in the marked slots of the Guard Dashboard.

Yana begins with the following chips:
(Based on her starting stats, 2 ATK and 1 DEF)

2 X

1 X

Place Yana's starting chips in her bag.

Yana begins with the following Guard Ability Cards:
Inferno/Rain of Fire
Dense Fog/Absolute Zero
Faith/Crystallis

Cards are always placed with the 'Primary' (P) side up. You may place these cards in any of the six available slots on the Guard Ability Dashboard.

Yana also begins with a single Stonebound Ability Card: Refiner's Fire

You may place 'Refiner's Fire' in any available slot on the Guard Ability Dashboard. Place a 'Fire' (Red) Speaking Stone gem in the numbered slot just below the card in its 'Ready' slot (left slot). Note that 'Refiner's Fire' has a '**Garnet**' Speaking Stone listed on the back of the card. Find an Garnet Speaking Stone card from the 'Speaking Stone' section of the square card index, and place it under Yana's weapon (Pine Staff) on her Guard Dashboard. Garnet uses the slot on the back of Pine Staff and gives Yana an additional chip for her bag.

Place the following chip in Yana's bag: 1X

Place Pavel and Yana's miniature or their Guard Bust Chips on Node 28. Proceed to page 3 to begin Chapter I!

Chapter 1

Chapter 1:1 Mountain Pass - Yana

You lean over a fallen soldier, carefully searching through his satchel and discovering nothing more than a roll of hardened bread.

"This is gruesome work," Pavel complains as he searches the body next to you.

You make a placating grunt for Pavel's benefit. Having grown up together, you've learned to recognize Pavel's various moods. Right now, you know he is slightly annoyed at being assigned a task he considers unimportant. As far back as you can remember, Pavel was always making plans to grow up and do something big. It was sometime during your teenage years that you realized you wanted to be included in those plans. It's a sentiment you've kept to yourself for years, for fear of losing your best friend. Pavel, as far as you can tell, has always seemed completely oblivious to your secret. And so, you've been content to live in Pavel's shadow, even going so far as to join the Guard just to be near him.

"Nothing must go to waste," you remind him. "Weapons and supplies can be used in the next battle."

You move on to the next soldier, reaching down to grab hold of a pouch slung around his neck.

"Yana," a voice calls out.

"What?" you ask, glancing over at Pavel.

He raises an eyebrow. "I didn't say anything."

You open the bag and pour out its contents. Seven brightly-colored stones tumble out onto the snow.

"Gems?" Pavel asks, glancing over your shoulder.

"I don't know..." You pick one of them up. The instant you touch it, you are blinded by a sudden flash of light.

You find yourself standing in Razdor outside your childhood home. A pool of darkness spreads throughout the city's cobblestone streets, enveloping your house in the dark mists. Your father and grandfather built that house together, long before you were born. It pains you to watch it be devoured by this strange, dark power. You watch in despair as the darkness spreads throughout the entire city and then stretches beyond to cover all of Isofar.

Suddenly, you find yourself in a lush valley. Your friends stand at your side, but they've changed, become something more—whole. You are flooded with relief as hope is restored to you. You sense others in the valley too; people from all over Telios shining with an inner light. The feeling is so beautiful that for a moment you forget that it's just a vision.

"Stonebound." The Voice is the last thing you hear before you wake to find your friends staring at you. Judging by their astonished looks, you assume you've just done something rather embarrassing, like talking to yourself or drooling all over your tunic. You glance down just in case. To your amazement, you are glowing, and your hands have turned semi-transparent. As you hold them up to the sun, they glisten with a soft green light. The others are frightened by your transformation, but the truth of it is, you feel fine—better, in fact, than you ever have before.

"Captain?" you manage to say.

Captain Grigory's voice catches in his throat. "What-?"

"Captain, it's okay," you assure him. "Everything will be okay." You smile and place one of the stones in his hand.

Pavel gives a stone to each of the others. As they receive the stones, their bodies stiffen and their expressions go vacant. You smile, knowing that the Voice has granted each of them a vision of events-yet-to-come.

When they awaken, there is a moment of reverent silence. Grigory is the first to speak.

"Guards. I don't know what just happened, but I know that nothing will be the same again. I can see that all of you have experienced something like what I have. While we have been fighting our petty wars, a great darkness has come upon us unseen. But fear not! For there is a mighty presence who guides us now!"

Proceed to page 5, and continue reading Chapter 1:1.

Chapter 1:1 Mountain Pass - Yana

At this, you smile, remembering the presence you felt in the valley.

"We can all hear the Voice calling us to the valley," Grigory continues, "and I wish to go, but I feel it is my duty as captain to warn the king of what is coming. Kharzin, you are the most experienced Guard here. I want you to lead everyone to the valley, while I travel to Silny. If I can make the king see the truth, we can strike a mighty blow against the shadow."

Kharzin looks at Grigory intently. "Captain, I will do my best, but I can't help thinking you're making a mistake by trying to convince the king."

"Perhaps," Grigory replies. "But I owe it to the people of Isofar to try. They must know that the Stonebound are real. When I'm done I will meet you all in the valley."

Your heart is elated by the captain's words, but, to your surprise, his speech does not have the same effect on the others.

As soon as Captain Grigory leaves, Yury's stone flares to life in his fist and he runs off to the north quicker than an arrow.

"Where's he going?" Pavel asks, stunned.

"Yury, come back!" Kharzin yells, to no avail.

"I'll go get him," Catherine says just before she *disappears*.

"Okay, I'm out. You all have fun in the valley," Vera says before storming off.

"Vera, where are you going?" Kharzin demands.

"Anywhere else. I didn't ask for this. I don't want it. I'm going to live my own life the way I choose."

Kharzin begins to run after her, but she waves him away.

"We have to go to the valley!" Pavel calls out.

"You can all do what you want," Vera says. "I'm not going to let some disembodied Voice tell me what to do."

"And what about your captain then?" Kharzin asks.

"I don't see him here either!" Vera yells, before spinning around and marching away.

"Well, we're going to the valley," you state. "I don't know how you can ignore the Voice after what we've just witnessed."

Vera turns back and gives you a bone chilling stare.

"I don't know what you saw," she says, "but I saw a lifetime of pain and the promise of more. I'm done."

Your cheeks flush red from embarrassment, anger, or both, and you turn away from Vera and start walking. You don't know where, just...away. It's not long before you hear the familiar footsteps of Pavel approaching from behind.

"The Stonebound were supposed to stand together," you say, when he reaches your side. "How have we so quickly been torn apart?"

"We have to get to the valley," Pavel says. "Even if it's just the two of us, someone has to be there to stand against the darkness."

You flash back to the vision—the overwhelming sense of dread, and then the sense of relief and hope in the valley. You look at Pavel and see the determination and seriousness in his eyes. There is only one answer you can give. "Let's go."

Place a narrative chip on Node 38.

Begin exploration phase.

Upon arrival at Node 38, proceed to page 6, and read Chapter 1:2.

Chapter 1:2 Mount Pozhar - Pavel

You've always known you were destined for greatness. How exactly has not always been quite as clear. As a young man, you aspired to become Isofar's greatest poet, but after a few years you grew tired of sonnets and ballads, craving adventure. Your parents thought it odd, at first, when you began practicing with a sword and, later, a warhammer. They had become quite successful in the merchant trade, earning land and title, and always assumed you'd follow in their footsteps. When you told them you wanted to become a soldier, your father actually laughed out loud.

"I joined the Guard to make something of myself," you tell Yana, "but I realize now that *this* is what I was born to do. The pieces of my life that didn't seem to fit.... It all makes sense now. I was destined to become Stonebound. To save Isofar."

Yana seems apprehensive. You're surprised she doesn't seem to share your enthusiasm.

"What's wrong?" you ask.

"I'm worried about the others," she admits. "Are you certain we shouldn't go back to look for them?"

"We are doing exactly as the Voice commands," you answer, without a moment's hesitation. "We must not waver in our mission—even if others have fallen from the path."

Your conversation is interrupted by sounds in the distance: angry shouting and the clash of metal against metal. As you approach, you see a Koros caravan under attack by a band of brigands. Oddly, a band of Uvidet and a group of zealots form a tight circle around the foreign caravan, protecting it from the assailants.

You grip your hammer tightly, eager to test out your new powers. You are surprised when Yana turns herself completely invisible. It appears your abilities work somewhat differently. You wade into battle, driving the brigands back with your hammer, when you suddenly feel something pierce your skin. Turning, you are surprised to see a dagger sticking out of your side. Rather than pain, you feel only a slight pressure. The brigand removes his dagger and steps back, alarmed by your apparent immunity to pain. Taking advantage of his confusion, you bring your hammer crashing down.

Battle Event

Place a "1 Star - Brigand Marauder" and AI deck on an enemy dashboard in slot I of the battlefield.

Place a "1 Star - Brigand Archer" and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Restore Guards HP back to 20 and begin Battle Phase again.

If victorious: Proceed to *Chapter 1:2 – Victory* below.

Chapter 1:2 - Victory

When the last of the brigands are defeated, the hand of Uvidet bows graciously. At first, you think he is bowing to you, but then a figure wearing fine red robes and a crown of ivy steps down from the carriage. One of the merchant kings here?

"Magnificent," the king says. "The power you wield is truly extraordinary. What is its source?"

"We are Stonebound," you answer simply. "These powers have been bestowed upon us so that we might save Isofar from Tenebris, an ancient evil power."

Yana glances up at you warily. She is clearly nervous about your lack of discretion, but why should you hide the truth? You are Stonebound—you have nothing to fear, certainly not from men such as these.

A greedy smile ripples across the king's face. "I am King Chrimata. I have urgent business in Koros that you could assist me with. Name your price."

"Our services are not for sale," Yana answers. She glances over at the hand of Uvidet. "I would be curious, however, to know why you have traveled to Isofar. What business does a king of Koros have with the Circle of Seers?"

Chrimata's expression sours. "That is none of your concern," he says, "and you are a fool to refuse my offer. Did you really think I could not take what I wanted by force?"

The merchant king's eyes suddenly glow red, and a dark mist pours from his fingertips. The black smoke snakes toward you on the ground and leaps up, coiling tightly around your chest and arms. As the mist seeps into your eyes and throat, the world turns black.

Move the Guards to Vouno: Vrachos Inn. Proceed to page 8, and read Chapter 1:3.

Chapter 1:3 Vouno: Vrachos Inn - Yana

You wake with a smile on your face—as if it were any other morning—but then your expression sours. You are not at home in your nice warm bed. You are lying on the cold and dusty floor of a dark cellar.

"The stone!" you remember suddenly, and you frantically search your pockets, but it's gone. So are your weapons.

Your entire body aches—but your back worst of all. It's sheer agony to stand and even more painful to walk, but Pavel is on the other side of the room. He isn't moving, and he may need your help.

"Pavel!" you whisper. "Please tell me you're still alive." Your companion turns and stares up at you with terror and confusion in his eyes. Then he gags and spits on the floor.

"My mouth tastes like ash," he complains.

"Tenebris," you say. "The corruption has already begun to take hold in Isofar. We were attacked by King—"

Before you are able to utter his name, the door creaks open, and King Chrimata steps forward to greet you. He is dressed in a simple brown tunic, slightly worn and faded, giving the impression that he is a farmer or laborer. The disguise isn't perfect, however. His hair is still neatly combed, and he holds his chin high and straight, as if balancing a crown atop his head. An arrogant smirk seems to be permanently affixed to his face.

With an incredible burst of strength, Pavel leaps forward, attempting to throw the full weight of his body against his captor and tackle him to the ground. Instead, Pavel hits some sort of invisible barrier and topples backward as if he'd slammed into a brick wall.

Chrimata laughs. "You think you're special, don't you? A little taste of power and you think you're invincible, but the real you is just beneath the surface, pathetic and weak. We will discover the true strength in you soon enough—but not quite yet. We have a long journey ahead of us."

"Where are you taking us?" you demand.

"Somewhere we won't be bothered," the king answers.

"We're Stonebound," Pavel tells him. "You won't get away with this."

"I've taken your stones," Chrimata reminds him. "Hand Yefim!"

The hand of Uvidet enters the room, immediately hitting Pavel in the head with the blunt of his sword, knocking him to the ground. More zealots enter, pulling him back to his feet.

"Don't try anything foolish," Chrimata warns. "I need you alive, but if you make a scene in town, I will kill any witnesses. I warn you, their blood will be on your hands. Is that clear, or do you require a demonstration?"

There are many things you want to say at that moment to Chrimata, but you manage to restrain yourself. "We understand," you reply.

The soldiers guide you out onto a dusty street. A few locals past by, talking among themselves, but they are too immersed in their own lives to give you any notice. You open your mouth to call out for help, but then reconsider. There is little doubt in your mind that Chrimata would make good on his promise, and you have no desire to put innocent lives at risk.

"Do you recognize their accents?" Pavel whispers. "We must be in Vouno."

He's right. The buildings here are of a strange design. The sights and smells are unfamiliar.

The Koros soldiers push you into the back of a cart drawn by a magnificent black Claythorn. There are other wagons ahead of you hauling stone. You glance up at the mountain towering above the horizon. Together, the caravan makes its way through town and into the foothills. No one looks twice as the procession slowly makes its way up the winding mountain path.

Remove all Weapon Cards, Speaking Stone Cards, and Stonebound Ability Cards from Pavel and Yana. Remove all chip bonuses from Speaking Stone Cards from the Guards' bags.

Move the Guards to Node 8. Proceed to page 9, and read Chapter 1:4.

Chapter 1:4 Leilasia Caverns - Pavel

After a long journey through the mountains, you are brought to a small cavern. A workbench has been prepared with a strange assortment of tools. Cages line the walls—most are empty, but a few hold the carcasses of strange, mutated animals. It takes you a moment to even recognize what they are: a wolf with eyes growing on the back of its head, a rat with three heads, and a clayhorn with spikes protruding from its mane—all ghoulish, failed experiments that send a chill of horror down your spine.

"What is this place?" you demand.

"Power is a funny thing, isn't it?" Chrimata asks, ignoring your question. "You thought you were powerful because you picked up a stone, but the power was never truly yours. It didn't belong to you."

Chrimata removes your stones from his pockets and tosses them into the air. To your surprise, they stay there, floating overhead. A dark mist clouds their surfaces, and a violet light pulsates from deep within each of the stones. Chrimata has somehow corrupted them.

"Those who are undeserving of power find that it quickly slips through their fingers," he adds. "Those who are *truly* powerful can remake the world as they see fit, bending reality to their own will."

With a flick of his wrist Chrimata uses an unseen hand to lift several flakes and zealots into the air, flinging them into cages. The iron doors slam shut.

This catches the hand of Uvidet by surprise. "We are your allies!" Yefim shouts. "We have been faithful; we have only ever done what you've asked!"

"Peace, Hand Yefim," Chrimata answers. "Your soldiers have become soft. I will make them strong. They should be honored to receive my blessing."

The speaking stones, still hovering in the air, pulse rhythmically with a dark energy.

"Come," Chrimata says, "we have much to do."

As you follow him out of the cavern, dark tendrils spread out from the stones, reaching into the cages and causing the soldiers to cry out in pain.

You turn back, but Chrimata places his hand on your shoulder.

"If you don't want to come with me, then by all means stay here," the merchant king taunts. "You will be transformed, just as they will."

You stare at him, your eyes burning with rage, but you know that he speaks the truth. Defeated and ashamed, you bow your head, and follow Chrimata deeper into the cavern.

Move the Guards to Node 6. Proceed to page 10, and read Chapter 1:5.

Chapter 1:5 Exousia Castle - Yana

Chrimata is so confident in his powers that he turns his back to you as he makes his way through the tunnels. The hand of Uvidet is more cautious, walking a few steps behind you.

"Those were your men," you hiss at Yefim. "How can you still be helping him after what happened? Do you really think he won't do the same thing to you?"

"If that is Uvidet's will, then so be it," Yefim answers simply.

"The Circle really approves of all this?" Pavel sneers. "Crazed experiments on animals and now their own zealots? Has Temnota gone mad?"

"Silence!" Yefim hisses, shoving Pavel forward. Pavel merely offers a derisive snort, knowing he's struck a nerve.

When you step out of the tunnel, you are temporarily blinded by the sunlight reflecting off a brilliant snow field. When your eyes adjust, you see cages housing strange animals scattered throughout the field. These animals are still alive, but only just. Agitated and half-starved, they work themselves into a frenzy as you pass by. A wolf paws against the bars of his cage stubbornly as you pass and then whimpers, desperate to escape. You cross the field and enter a massive fortress built into the mountainside.

Once inside, Chrimata leads you through several vacant halls before arriving at some sort of workshop. Chrimata walks to the corner of the room and caresses a small wire cage, causing a chorus of chirps and tweets to erupt from the red and yellow canaries trapped inside.

"Did you think you were the first to find the stones?" he asks. "The Voice spoke to me long ago and filled my head with lies. 'Tenebris must be stopped'. 'Tenebris is evil'. But then I heard another Voice. One that offered me *truth*. And *power*."

He carefully pries open the door to the cage and violently snatches one of the canaries, gripping it in his hand. Chrimata closes his eyes in concentration as dark electrical energy surges through his body. It flows from his fingertips into the bird. The canary panics, attempting to flap its wings and escape, but Chrimata tightens his grip. The bird grows larger, muscles bulging unevenly throughout its body like tumors. The merchant king of Koros releases it, but its wings aren't strong enough to propel its now massive body into the air, so the canary falls headfirst to the ground. It squirms, chirping loudly before its heart finally gives out, and it lies motionless on the floor.

"Pitiful creature!" Chrimata hisses, "I need stronger vessels. This power is wasted on the weak!"

He smiles greedily, turning toward you. "That is why you are here, Stonebound. Perhaps you will prove to be worthier subjects. Only time will tell. First, a little rest. Sleep well. You will need your strength on the morrow."

Proceed to page 11, and read Chapter 1:6.

Chapter 1:6 Exousia Castle - Pavel

It takes a long time to get comfortable enough to fall asleep in your cage, and your dreams are almost immediately interrupted by a voice whispering in your ear. "Tell me about the Stonebound."

You glance up into the darkness. You can barely see anything in the dim light, but you recognize the voice. It's Yefim, the hand of Uvidet.

"Why should I?" you whisper.

The hand seems uncertain. "I know it is not my place to ask such questions, but I am struggling to make any sense of Uvidet's plan. Why are my zealots being made to suffer? Why must I follow the orders of a madman?"

"Your faith is admirable," you say, "but misplaced. There is no Uvidet. You have been lied to. We all have. The Voice has shown us the truth."

To your surprise, Yefim doesn't get angry with you or call you a blasphemer. He is skeptical, but willing to listen. "Why should I believe you?" he demands.

"You wouldn't be here, asking me questions in the middle of the night, if you didn't already suspect the truth. You've seen us fight. Where does our power come from? What is its source?"

"I don't know," the hand admits.

"The Voice," you explain.

"What is this Voice you keep speaking of?" he demands.

"I can't explain," you admit. "But if you heard the Voice for yourself, you would understand. It reveals only the truth. It seeks to bring light where Uvidet brings darkness. But Uvidet is just a lie, really. A mask worn by another power. A corrupting force known as Tenebris, that would consume all of Telios."

"Pavel," Yana whispers in warning from another cage. "It's Chrimata."

Light floods into the room from a lantern, and the merchant king steps forward. "Hand Yefim," he says, "I hear that you are having a crisis of faith. If you are uncertain of the true power in Telios, consider how easily these two were defeated. If they are the champions of the Voice, then the Voice must be a truly pitiful god."

Yefim glances back and forth between you and Chrimata uncertainly.

"Still," the merchant king says, "I had at first thought you a coward. Perhaps I underestimated you. It took courage to defy my orders. Defeat these two in combat and I will welcome you back into my good graces. You will take their place and receive my blessing. If Uvidet wills it, you will no doubt be protected from any... unfortunate side effects."

Chrimata waves his hand and, just like that, the locks of your cages click open. Yefim shuffles back to the center of the room, drawing his sword.

"Just a moment, Hand Yefim," Chrimata chides him. "We must have a fair fight." He waves his hand, and a warhammer and staff appear from thin air, clattering onto the floor next to you.

Equip Pavel and Yana with their Weapon Cards (Iron Hammer, Pine Staff). Speaking Stone Cards and Stonebound Ability Cards are NOT equipped.

Choose a path:

A. Fight Yefim.
Proceed to page 12, and read Chapter 1:7.

B. Refuse to Fight.
Proceed to page 13, and read Chapter 1:8.

Chapter 1:7 Exousia Castle - Yana

As soon as you pick up your weapon, Yefim charges at you with surprising speed.

Battle Event

Place a '2 Star - Hand of Uvidet' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Restore Guards HP back to 20 and begin Battle Phase again.

If victorious: Proceed to *Chapter 1:7 - Victory* below.

Chapter 1:7 - Victory

Your heart breaks seeing Yefim lying still on the floor. You wish there could have been another way.

"Very good," Chrimata says, beaming with pride. "Very good indeed. I need no further convincing. You two will make excellent subjects. Now try to relax. The time has come to unlock your true potential."

He opens his hand, revealing a corrupted speaking stone and allowing it to float across the room. Tendrils of dark energy spread from its core, cracking like whips through the air and wrapping themselves around you.

Instinctively, you grab hold of Pavel's hand. Normally, you would not be so bold, but he smiles, comforted by the fact that the two of you will at least face this threat together.

As the dark tendrils tighten around you, they burn through your clothes, singeing your skin. Your mind is flooded with images. A thousand corrupted soldiers kneeling as you sit atop a throne. A fire extending from your hand and spreading across an entire village, reducing it to ash. To your surprise, there is a part of you that takes pleasure in watching it burn. You glance over at Pavel and feel a sudden hatred, a jealousy and rage stronger than any you've felt before. It takes you a moment to realize that these thoughts are not your own, but Chrimata's.

You close your eyes and concentrate. *Get out of my head. Get out of my head. Get out of my head!*

The dark energy from the corrupted stone flares back toward the merchant king. Astonished, Chrimata stumbles, and is quickly enveloped by the dark mist. He howls in pain as his entire body stretches out to an impossible length. One-by-one, the teeth pop out of his mouth, replaced by fangs as sharp as daggers. Some of his skin splits open, revealing muscle and bone.

Still holding tightly to Pavel's hand, you turn from the horror and make your escape.

Move the Guards to Node 8. Proceed to page 14, and read Chapter 1:9.

Chapter 1:8 Exousia Castle - Yana

The hand stands ready for your attack, but there is a look of uncertainty in his eyes.

"Is this why you chose to join the Circle of Seers?" you ask Yefim. "So that a mad king could experiment on you? So that you could watch as innocents were made to suffer?"

Yefim stares at you for a long moment. Then he drops his sword.

"There is much I do not yet understand," he admits, "but I know this: you are not my enemy."

Chrimata clenches his fists. His entire body trembles with rage. "We agree on one point," he snaps. "You do *not* understand. Perhaps I can enlighten you." He opens his hand, revealing a corrupted speaking stone and allowing it to float across the room. Tendrils of dark energy form in the air, wrapping themselves around Yefim's body. The hand screams in pain until the dark cloud pours into his throat, silencing him. His veins bulge and dark tumors spread across his skin. Two horns painfully sprout from the top of his head.

You race forward, snatching the stone from the air. It burns your skin like a hot iron, and you feel yourself absorbing some of its dark energy. For a moment, all of Chrimata's anger, his jealous rage, flows through you. It feels as though you share one mind. The hunger for power is nearly insatiable until you hear the Voice cry out from the darkness:

"Remember who you are."

You stretch your hands outward, redirecting the energy back toward Chrimata. The merchant king is enveloped in a dark mist. He howls in pain as his entire body stretches out to an impossible length. One-by-one, the teeth pop out of his mouth, replaced by fangs as sharp as daggers. Some of his skin splits open, revealing muscle and bone.

You race to Yefim's side. He is less man now than beast, but perhaps he can still be cured.

"Yefim!" you shout, attempting to shake him awake. "Yefim!"

The hand of Uvidet lies still.

"He's dead, Yana! We have to get out of here!" Pavel grabs you by the hand, and together, you make your escape.

Move the Guards to Node 8. Proceed to page 14, and read Chapter 1:9.

Chapter 1:9 Leilasia Caverns - Pavel

You stumble your way back into the tunnels.

"Help me open these cages!" Yana shouts, but the zealots inside already smell of death. Some have dark fur matted with blood covering their arms and faces. Others have withered away to skeletons enveloped in a thin layer of dust and black ash.

Your speaking stones still hover in the air, radiating a dark energy.

"Yana," you say. "Over here."

You approach cautiously, touching your stone with the tip of your finger. Your mind flashes to Chrimata, and you are again filled with an overwhelming sense of rage. You close your eyes, pushing out the dark thoughts and the connection between you and the merchant king is quickly severed. The dark mist slowly dissipates and your stone returns to its normal hue. You glance over at Yana and see that her stone has done the same.

Equip Pavel and Yana with their Speaking Stone Cards and Stonebound Ability Cards (Obsidian, Garnet, Obsidian Formation, and Refiner's Fire). Gain chip bonuses from Speaking Stone Cards to the Guards' bags.

"Chrimata will pay for his crimes," Yana seethes.

"Our mission has been delayed long enough," you say.

Yana offers a puzzled look. "I thought you, more than anyone, would-"

"It's too dangerous," you snap, interrupting her. "We are guided by the Voice, and it has already assigned us a task. If it wanted us to remain, it would command us to do so. We can't afford any more delays after this setback. We must head to the Valley."

Yana shakes her head uncertainly. "Perhaps you're right," she says, "but I'm sure these zealots had loved ones, people who cared about them. Someone should inform their families."

"That is not our mission," you remind her. "The Voice will lead us to victory over Tenebris. Nothing else matters."

With that, you make your way back toward Vouno, trusting Yana to follow.

Place a narrative chip on Vouno: Clayhorn Pens.

Begin exploration phase.

Upon arrival at Vouno: Clayhorn Pens, proceed to page 15, and read Chapter 1:10.

Chapter 1:10 Vouno: Clayhorn Pens - Yana

Filthy from his time spent in Chrimata's cage and now dripping with sweat, Pavel splashes his face with water from one of the troughs outside the Clayhorn Pens in Vouno. Your companion looks as though he might faint.

"We've scarcely taken a break since escaping Chrimata," you tell him. "We should probably rest."

"We've taken too much time already," he says, shaking his head. "We need to get back to Isofar. Once we reach Strofa, we can find a boat to take us down into the Valley."

Pavel points to a Clayhorn-drawn cart passing by on the road next to you. "That is our transport," he states confidently. Without another word, he charges into the street and flags the wagon down.

"Whoa," the man on the cart says, reigning his clayhorn back. "Is there something I can help you with, stranger?"

"Leave the cart here," Pavel demands in a threatening tone. "We have urgent business, and I do not have time to explain. Go home to your family."

The man studies Pavel carefully. "My entire livelihood is in the back of this cart," he says. "If I give it to you, I don't think my family would be too happy to see me."

"Pavel, what are you doing?" you ask, surprised by your companion's boldness.

"The fate of Telios is at stake," he states. "That is all that matters. Everything else is insignificant."

"I don't often think of my life as insignificant," the man in the cart admits. "but I understand you to mean that your task is an urgent one. Tell me, if you took my cart, what would you do with it?"

"We're headed to Isofar," you explain. "We need to make our way to the river so we can travel south."

"As it so happens," the man answers with a smile, "I am going across the border anyway. If you'd like a ride, all you had to do was ask."

"I-I'm sorry," Pavel says. "That's very generous."

"It's no burden," the man says. "The journey always seems to go a little more quickly when I have company."

Humbled, Pavel takes a seat next to the man at the front of his cart. You climb into the back.

"I'm Yana," you say, introducing yourself, "and this is Pavel."

"My name is Decimus," the man says. "Now, perhaps you will tell me a little more about your mission—the one that makes stealing my cart seem like such an insignificant crime!"

You laugh. "We would be happy to, but I'm afraid it's a long story."

Place a narrative chip on Strofa: The Docks.

Begin exploration phase.

Upon arrival at Strofa: The Docks, proceed to page 16, and read Chapter 1:11.

Chapter 1:11 Strofa: The Docks - Pavel

"Good luck!" Decimus calls out when you hop off his cart. You are uncertain whether or not the merchant believed your tale, but he listened politely the entire ride as Yana told him of the Stonebound, the Voice, and Tenebris.

When he is out of view, Yana's smile fades. "What were you thinking threatening that poor man?"

"I'm glad that Decimus turned out to be a willing ally," you admit, "but our mission is the only thing that matters. If circumstances had required it, I would have stolen his cart. The fate of Telios rests entirely on our shoulders. We *cannot* fail."

Yana shakes her head with disappointment. "I know you, and that wasn't you. I hope, for both our sakes, that the task ahead doesn't require you to abandon your sense of basic human decency."

You ignore Yana's last comment, searching the docks for a ship heading south. There are more boats here than you would have expected, and nearly all of them seem to be preparing to set sail.

"The harbormaster closed the docks until just a few hours ago," one of the captains explains. "Strofa had some trouble with Falmundian raiders, but a few members of the Isofarian Guard passed through town and took care of the problem."

Yana becomes excited. "What were their names?"

The captain laughs. "How should I know? All I know is that I have a boatload of supplies that will spoil if I don't set sail within the hour."

"Can we book passage?" you ask, a hint of desperation in your voice.

"I'm sorry," the man says. "No offense, but I don't know you. You could be trouble. For all I know, you're wanted by the law. Maybe that's why you're so desperate to get out of here. I'm not giving the harbormaster another excuse to delay my journey."

"But we're in the Guard!" Yana shouts as the man returns to his ship.

Fortunately, you have already located another vessel. It's small enough that it could be manned by two people in a pinch. More importantly, it is unguarded.

Yana seems to already know what you're thinking. "Pavel, no, we've just talked about this."

"When this is over," you tell her, "I will make it my sole task in life to find the owner of this boat and pay them out of my own pocket. In the meantime, we have a mission."

You bop on board and unmoor the vessel. Reluctantly, Yana hops in after you. As you drift from the harbor you raise the sails, charting a course south toward the edge of the world.

"You look tired," Yana says. "The wind is at our backs. Perhaps now you can finally take a rest."

There is no denying that you are exhausted from your journey. You glance up at Yana. It occurs to you that she must be as tired as you are.

"Take the first rest," you insist.

Yana yawns, too sleepy to reject your offer. "Okay, a quick nap, but when I'm done you'll take a turn. Promise me."

"I promise," you say.

Yana nods gratefully, and finds her way below deck.

Place a narrative chip on Fort Istra: Boat Dock (Mini-Map).

Move the Guards to Fort Istra: Boat Dock. (Use Boat Chip on water nodes) Proceed to page 17, and read Chapter 1:12.

Chapter 1:12 Fort Istra: Boat Dock -Yana

You wake to the sound of chirping birds and the roar of the river. The dawning light peeks through one of the cabin windows. You've overslept!

"Pavel!" you cry out as you tug on your boots. "I'm sorry! Why didn't you wake me?"

You race up the steps to the main deck, half expecting to see Pavel asleep at the wheel. Instead, he is hard at work navigating the vessel through increasingly treacherous rapids.

To your horror, you realize that Pavel is leading you right toward the southern edge of Istar.

"What're you doing... you're taking us over the falls!"

Pavel stares up at you. Though his lids are red and puffy from a lack of sleep, there is a grim determination in his eyes.

"The Valley is on the other side of the canyon," he says. "There's no other way across without facing down the entire Falmund army. If our faith is strong enough, the stones will carry us safely to the other side."

"You're not thinking clearly!" you say, moving towards the wheel.

"The Voice told us to go to the Valley," Pavel insists. "We will arrive safely—so long as we follow its guidance."

You place a hand on his cheek, turning his face toward you and forcing him to look you in the eyes. "Pavel, listen to me. I promise you, we will make it to the Valley. But this isn't the way."

"There isn't time!" he shouts. "We should have never allowed ourselves to be captured. For all we know, we're already too late." His eyes are wide and frantic, searching your face for reassurance.

"You're exhausted," you say. "You need to rest."

Pavel stares up at you for a long moment. Then he hangs his head. "You're right. We'll stop here for a while. I-I need to clear my head."

You set anchor and notice smoke rising from the edge of some nearby ruins. When you investigate, you discover an old man cooking a skewer of meat over a small campfire.

"Welcome!" he shouts from a distance. "Come eat, come eat!"

You make your way over, and he lays down a woven rug for each of you to cover the dirt.

"I have lamb," he says. "I have tomatoes. I have fish."

"Thank you," you answer as you take a seat by the fire. "We can pay."

"No, no. Never mind that," the man interjects, sounding almost offended by the offer. "What brings you to Fort Istra?"

"Failure is what has brought us here," Pavel answers irritably. "We seek the Valley of Lux. This is as far as we've been able to go."

The old man nods thoughtfully. "Your journey has taken you on an unexpected path. The road ahead is not straight. It bends like a river. I'm sure that must be frustrating."

Pavel lays back on the woven rug the old man laid out for him and closes his eyes. "You don't know what you're talking about," he says.

The man hops to his feet. "I know more than you think. Stonebound," he says. "Eat. Rest. Then come find me in Fort Istra."

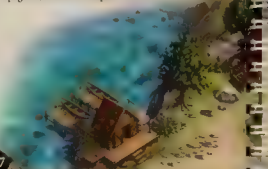
With that, he disappears into the ruins.

Pavel and Yana heal HP to 20, and all negative chips in their bags are removed and placed back in the supply.

Pavel and Yana obtain some materials from the ruins on the way into the fort!

Obtain:
1x Reinforced Bone Sword (Weapon)
2x Purifying Seed (Item)

Move the Guards to Fort Istra: Courtyard. Proceed to page 19, and read Chapter 1:13.



Chapter 1:13 Fort Istra: Courtyard - Pavel

You enter Fort Istra in search of the strange old man. In his place, you find a giant of a man covered from head to toe in shining gold armor.

"I never introduced myself," he explains. "I am Dunamis, an emissary of the Voice." Even before he spoke the words, you somehow knew this was the same man.

"Are you here to help us reach the Valley of Lux?" Yana asks.

Dunamis nods. "When it is time, you will have all the help you require. But there are many forces at work. For now, I have a different task for you. There is a tower in Falmund. Inside, a dark power has been held prisoner for thousands of years. It grows stronger by the day, drawing energy from places of power spread across Isofar. The longer we wait, the stronger it will become. Ironically, to defeat this ancient evil we will first have to free it from its cage."

"We stand ready," you answer, eager to get on with the mission.

Dunamis smiles. "Your faith in the Voice is absolute. That is why you have been chosen for this particular mission. But you cannot enter the tower—not yet. It is protected by seals. They can only be broken when the places of power are cleansed."

"Are there many?" Yana asks. "Places of power, I mean?"

"For you, only one," Dunamis explains. "The other Stonebound have been sent to cleanse the other locations. You will travel north to Nebesa. Cleanse the mountain. If the other Stonebound are successful, you will be able to enter the tower by the time you return."

You find yourself growing increasingly irritated. For the first time, you find yourself doubting the Voice's plan. "Nebesa! That's in the Frozen Wastes! Did we travel all this way for nothing?"

Dunamis laughs. "The Voice's commands are sometimes a mystery, but he will never lead you astray. Sometimes moving backwards is to move forward."

"Nebesa is a mountain isn't it?" Yana asks. "How exactly do we cleanse a mountain?"

"You will see. Walk each step in faith. The Voice will guide you. Cleanse the mountain, then you may enter the tower and face the evil inside. But first… rest here. A good night's sleep will help clear your head."

You nod eagerly. Though your spirit is still filled with zeal for your mission, your body feels as though it is about to collapse beneath you.

"Pavel," Dunamis adds. "As much as I share your faith in the Voice, be warned: at times, the Voice remains vexingly silent. If you find yourself uncertain what to do, you will need to rely on another source of insight: your own reason and conscience. Do not let blind faith become the enemy of common sense."

Your face turns red with embarrassment as you remember how close you came to sailing your boat off the edge of a cliff. "Yes, of course," you say. "I understand."

END OF CHAPTER 1

Exploration Phase now uses Enemy Index Chapter 2. See page 5 in the Enemy Index Book.

Fort Istra is now active!

All progression of rebuilding the fort is available from previous Campaigns, and buildings can now be used. A new 'Fort Istra Stash' can now be started for this Campaign. Contents from previous Campaign Stashes cannot be accessed for this Campaign. Reference the Fort Istra & Save Index Book.

Reference page 4 in the Fort Istra & Save Index Book to send out **The First Commission!**

Caravan Quests are now active!

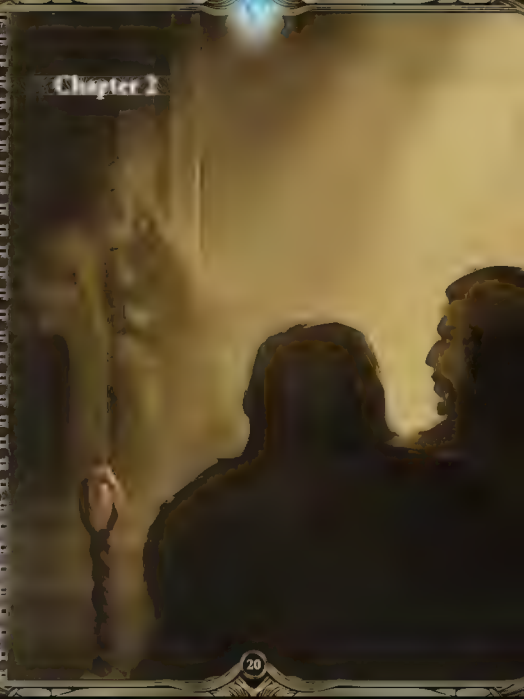
A mysterious caravan is now traveling through Isofar. Place the Caravan Chip on Node 61. Caravan Quest 1 is now available. See page 150 in the Quests book.

Side Quests are now active!

Additional Side Quests are now available for Chapter 2. See page 80 in the Quests Book.

Prestige is now active!

Read pages 3-4 in the City Index Book.
Place a narrative chip on Silny: King's Gate (Mini Map).
Begin exploration phase.
Upon arrival at Silny: King's Gate, proceed to page 21, and read Chapter 2-1.



Chapter 2:1 Silny: King's Gate - Yana

It feels strange to be back in Silny. In many ways, not much has changed. The city's gates are crowded with merchants and soldiers. Fruit sellers push their carts through the streets. Lady hawking their wares. Yet something does not. Since arriving, you haven't overheard a single polite greeting between the city's residents—not so much as a "good morning" or a "how do you do?" No small talk about the weather as strangers wait to pass through the gate. Instead, everyone seems slightly aloof.

"There is still a long road ahead of us," Pavel warns. "We'll rest here for the night, and head north at dawn."

You glance over at your companion. Pavel's confidence has always bordered on arrogance. You've spent most of your life believing that he was destined for great things, almost entirely pushing from your mind what fate had in store for you. Suddenly, you find his presumptiveness grating on your nerves. You are *both* Stonebound, but he seems to think of himself as your leader—rather than your companion.

"We should stop by the barracks," you suggest. "The other Guards may have news of Grigory and the others."

Pavel seems taken aback by your suggestion, as if the thought of deviating from the plan had never entered his mind. In fact, you know it didn't.

"We don't want to attract attention to ourselves," he says, hoping to end the conversation.

"We've been missing for some time," you suggest. "Don't you want to know if the captain was able to convince the king of the Stonebound?"

"The Voice wants us to head north," he snaps back. "Our mission is more important."

"Dorimus warned that reason and compassion would also need to guide us. It could be helpful to learn more about what the other Stonebound are up to, and it would be a great relief to know for certain that our friends are at least still alive."

Pavel ponders this over and then nods his head. "Okay, we'll try things your way."

You sigh. The larger point—that it would be better to make decisions as a team—appears to be lost on him.

Place a narrative chip on Silny: Castle Strig.

Begin exploration phase.

Upon arrival at Silny: Castle Strig, proceed to page 22, and read Chapter 2:2.

Chapter 2:2 Silny: Castle Strig - Pavel

You enter the castle grounds and make a left, heading toward the barracks. The clang of metal striking metal echoes off the stone walls. Two Guards squaring off in the practice yard. You find the sound strangely soothing, the way others might be comforted by sitting in their favorite chair by a warm fire. For years, these barracks have been the place you've called "home."

"Your left! Watch your left!" a voice shouts at the sparring soldiers. As you enter the yard, one of the men knocks the sword from his opponent's hand. It slowly arcs through the air and clatters at your feet.

The victor takes a bow to both jeers and applause. You recognize him. It's Ivan, a fellow member of the Guard.

"Well met!" you shout. Ivan stares down at you coldly. He's at least a foot taller than you, but he's normally quite gregarious. You can't remember the last time he greeted you with anything other than a smile.

"Where have you been?" he demands, pulling you both away from the other Guards.

"It's a long story," Yana explains.

"You took a long time coming back from your patrol. Odds seem good that you were either dead or..." Ivan trails off, suddenly realizing that it would be better not to finish his sentence.

"That we deserted?" you demand. "That we betrayed the Guard."

Ivan's cheeks flush red with embarrassment. "I'm only telling you what others have been saying. You would not be the first to abandon your posts. Especially these days, people seem to be forgetting where their loyalties lie."

"We were ambushed," you explain. "Soldiers from Fairhold. We encountered something... unexpected. It would be better not to discuss it here. We'll make a full report to Captain Grigory."

Ivan raises his eyebrows. "Captain Grigory? Then I guess you haven't heard. Grigory has been sent into exile."

"What?" Yana demands. "Why?"

"He betrayed his king," a voice from behind you answers. Ivan straightens his posture and quickly salutes the new arrival. "Lieutenant," he says.

"Lieutenant Mansur," you say, trying not to let the disappointment creep into your voice. Mansur has always been hard on you, even when you were a new recruit.

He stares at you for a long, awkward moment. Suddenly, you realize you've forgotten to salute your superior. You quickly correct your mistake, saluting with a sheepish, apologetic grin.

So you're back," the lieutenant snaps harshly. "Perhaps you'd care to tell us where you've been?"

We, uh, well, you see ..." Humiliated at the prospect of disappointing the lieutenant yet again, you find yourself suddenly at a loss for words.

With all due respect, Lieutenant," Yana chimes in, "if Grigory is no longer the captain, we would like to speak with whoever is in charge."

There is a flash of amusement in Mansur's eyes and a smug smile ripples across his face. "Oh dear. You should be more careful what you wish for. I'm sure Captain Akes will be."

Our message is for the king's ears only," you interject. "We must see him at once." It is a half-crazed gambit, but if the king sent Grigory into exile, something has gone terribly wrong. You'd like to know what happened. Maybe you can help set things right.

The lieutenant recoils in surprise. "No! You will explain yourself to me. I will be the judge of whether or not your message is worthy of the king's time and attention."

We have nothing to say to you," you say coolly.

You're out of line, boy," the lieutenant growls.

Your hand slides to your hammer. Mansur in turn grips the hilt of his sword. Mansur may have been able to bully you in the past, but you are Stonebound now.

"Are you the king's advisor now as well, Lieutenant?" a familiar voice interjects. "Do you schedule his appointments and keep his council? That's quite a promotion!"

"Stay out of this, Katiya," the lieutenant snaps.

"They claim to have an important message. Do you really want to be the one responsible for holding back vital information from the king?"

Mansur considers this for a moment. Then he smiles and relaxes. "Why not? Let's go see the king. I would be quite curious to see what he has to say. Perhaps Grigory will not be the last member of the Guard sent into exile."

Proceed to page 23, and read Chapter 2:3.

Chapter 2:3 Silny: Castle Strig - Pavel

Katiya escorts you to the castle entrance, where you are greeted by two members of the Kingsguard.

"Oh look," one of the Kingsguard sneers, "some of our friends from the Guard here to see King Karst."

"On matters most urgent, I suppose," the other Kingsguard chimes in.

"No doubt," the first guard concedes. "Just like their beloved Captain Grigory."

"Ex-Captain," the other reminds him.

"I stand corrected. I wonder if these two are important enough to exile? Maybe this time the king will simply call for his executioner."

"Grigory?" King Karst cries out weakly from the other room. "Captain Grigory? Send him in, you fools!"

The faces of the two Kingsguard turn pale. For a moment, they are uncertain whether they should correct the king in his error or simply allow you to enter as they've been bid. Reluctantly, they step aside.

"Good luck in there," Katiya whispers. "I'm going to go wet my beak. Find me afterwards if you're thirsty." Katiya points to her nose and gives you both a knowing look. You return a confused stare, but Yana nods, as if she intuits her meaning.

"Grigory?" King Karst demands again as you enter his chamber.

"No, your majesty," you answer, as you and Yana drop to one knee before the throne. "We came seeking news of Captain Grigory. We believe there has been a misunderstanding."

The king turns to his guards. "Leave us," he says.

The Kingsguard hesitate. "Your majesty, is that wise?" one of them asks.

"Leave us!" the king shouts. "Out! Out! Out!" King Karst hurls an enormous goblet at one of the soldiers' heads, missing him by inches.

The Kingsguard quietly make their exit, closing the door behind them.

"Now, Grigory," King Karst says quietly, "I wanted to apologize for what I said earlier. The Stonebound issue is...complicated. Very complicated, and I've given it much thought. Temnota has explained it to me, but I am not always certain that I understand. She tries to be patient, but I hate to bother her with so many questions."

You exchange an awkward glance with Yana.

"Sire," Yana says. "My name is Yana. This is Pavel Grigory is not here, but if he told you about the Stonebound, I can assure you, he was speaking the truth. A corruption is spreading throughout Isofar. If any of us are to survive, it must be cleansed. The Stonebound are your only hope to save your kingdom from this rising threat."

"Yes, of course," King Karst says. "Grigory wouldn't be here. He is at Fort Strazh collecting his things. Yes, yes, that's it. I'm sure he'll be back shortly."

"Sire," Yana explains patiently, "you sent Grigory into exile."

At this, the king again becomes angry. "Temnota! Where is she?"

"I-I do not know, my lord," Yana admits. "Should I summon her?"

"No," the king gasps. "Please, no. She made me... I was only trying to keep order, you see. That was very important. Keeping order. That was how she explained it to me. But now she's in my head... Temnota! The Circle! Traitors, all of them! I will show them who is king! Guards! Guards! Where are my guards?"

The Kingsguard burst through the door, grabbing hold of you and pulling you back towards the door.

"Idiots!" you shout. "The king isn't angry at us! He's mad at Temnota and the Circle of Seers!"

"They will pay!" the king shouts. He seems to no longer notice that you are in the room. "Make them pay!"

The last thing you see before the door to the throne room slams shut, is King Karst flailing wildly around the room. You are roughly dragged down a long set of stairs, across the grounds, and finally forced out onto the streets.

"Say nothing of this!" one of the Kingsguard warns before closing the gate.

Yana smiles warily and shakes her head. "I don't know about you," she says, "but I'm ready for that drink."

Place a narrative chip on Silny: Raven's Beak Inn.

Begin exploration phase.

Upon arrival at Silny: Raven's Beak Inn, proceed to page 25, and read Chapter 2:4.

Chapter 2:4 Silny: Raven's Beak Inn - Yana

When Katrya told you that she was going to "wet her beak," it was clear that she wanted you to meet her at the Raven's Beak. By the time you arrive, she and Ivan have already secured a table at the back of the room. Katrya can tell by the looks on your faces that something went wrong. She keeps her voice low. "There are rumors that King Karst is not in his right mind."

"The rumors are true," you tell her. "The King is unwell."

"What really happened to Captain Grigory?" she demands. "We heard that his exile had something to do with the Stonebound."

"That's very possible," you answer cautiously. "The king was unable to give us answers. As I said, he was unwell."

Katrya considers this. "Whatever you tell me won't leave this room. I only want the truth. Are the rumors true? Are there Stonebound among us? Is Captain Grigory among them?"

You exchange a worried look with Pavel, but he remains uncharacteristically silent.

"We were ambushed by some Falmund soldiers," you explain, choosing your words carefully, "and we found some strange stones on one of them. Captain Grigory brought them to King Karst. As a reward for his service, the King sent him into exile. The King also called Temnota and the Circle of Seers traitors."

Katrya shakes her head with disgust. "The Circle has overstepped their bounds. They are cracking down on anyone who even utter the word 'Stonebound' in public, but that's only made the rumors spread faster. People are convinced that the Stonebound are here, in the city."

Ivan shrugs. "The Circle has always been paranoid. Yesterday, they worried about the Tumani, today, they worry about the Stonebound. Tomorrow, they will worry about something else. In time, this will all blow over."

Pavel glances up at him. "It's not just the Stonebound," he says. "There are other forces at work."

Katrya offers Pavel a puzzled look. "What do you mean?"

Pavel is about to speak, but you grab his arm and squeeze it softly.

"King Karst was barely able to put two sentences together," you explain. "He suggested that his recent decisions were at the behest of Temnota — and perhaps the Circle of Seers. If the king is being manipulated, that should concern us all."

"The king is not a young man," Ivan points out. "If his health is failing, it is no great mystery."

At this, Pavel becomes impatient. "Open your eyes. King Karst is no longer the true power behind the throne. I don't know how, but Temnota has done something to him. If you were truly loyal to your oath as members of the Isofarian Guard, you would do something! The Circle has much to answer for!"

As always, the task somehow seems to fall to you to calm Pavel down. "We can't just march up to the Seer's Tower and demand answers."

"And why not?" he demands, standing up and knocking over his chair. By now, everyone at the inn is staring at your table.

"Can no one see what's happening here?!" Pavel says, storming out of the room.

"Pavel! Come back!" you call out, but he is already gone.

Move the Guards to Silny: Tower District. Proceed to page 26, and read Chapter 2:5.

Chapter 2:5 Silny: Tower District- Pavel

You've never liked bullies. There was once a time when your older brothers caught you, and left you bound and gagged in the wine cellar. It was hours before anyone found you. When your father came home, he didn't even punish your brothers. He thought it was some kind of great lesson. "Now you know what it's like to be at someone's mercy," he said. "See that it never happens again."

King Karst has always been larger than life — untouchable. You still remember how proud you felt standing before him and swearing your oath to protect king and country from any enemy. To discover that not even King Karst was safe from bullies, and that his own soldiers were unwilling to protect him, was more than you could bear.

"Hey! Wait up!" you hear a voice call out from behind you. Yana.

"Where are you going?" she asks.

"Where do you think?" you snap, but then you immediately regret it. Your entire life, Yana has been nothing but kind to you. Any fool could see that you've been taking her for granted.

"I'm sorry," you say, "but you and I know the Circle of Seers has been corrupted by Tenebris. King Karst has been turned into a puppet. And everyone seems content to just sit back and watch it happen. I am Stonebound! If I don't put a stop to this, who will?"

"Why do you keep saying that?" Yana snaps. The anger in her voice takes you by surprise. "We are Stonebound. You act like this is something that's happening to you, and not an experience that we've shared. I've trusted you—even, at times, when I should've known better—but I'm not some fresh recruit you can lead around by the ears. We're in this together. We should be making decisions as a team. Instead, you make a snap decision and you expect everyone else to fall in line. And you've earned this privilege how? By getting us captured? By making choices that have almost gotten us killed?"

You take a step back, shocked by the ferocity of Yana's attack and horrified by the knowledge that she is only telling the truth.

"You're right, I'm sorry," you offer weakly. "I shouldn't pretend like I know what I'm doing. I don't have a plan, I'm just, well, angry. I trust you, Yana. More than anyone. We can go to the Seer's Tower and put an end to this. Or we can ignore all this and get back to our mission. We'll decide together."

Choose a path.

A. Go to Seer's Tower.

Place a narrative chip on Silny: Seer's Tower.

Begin Exploration Phase.

Upon arrival at Silny: Seer's Tower, proceed to page 27, and read Chapter 2:6.

B. Leave Silny.

Place a narrative chip on Silny: Barren Gate.

Begin Exploration Phase.

Upon arrival at Silny: Barren Gate, proceed to page 28 and read Chapter 2:7.

Chapter 2:6 Silny: Seer's Tower - Yana

You smile, grateful that Pavel seems to have at least momentarily come to his senses. Then you close your eyes, listening for the Voice. Help guide us, you think. Tell us what to do. When there is no answer, you feel emboldened. The choice is yours.

"We're Stonebound," you say. "If the corruption has spread to Silny, who better than us to put an end to it? I'm sorry for snapping at you. I'm just tired of being ignored."

Pavel nods eagerly. "We are Stonebound," he agrees. "Whatever awaits us in the tower, we'll face it together."

You approach the Seer's Tower with renewed confidence, determined to get answers.

"Temnota!" Pavel shouts at the entrance to the tower. "Coward! Come and face us."

His challenge is greeted with silence.

"You have betrayed your king, and will answer for your crimes," Pavel adds.

The gates to the tower creak open, and an Eye of Uvidet emerges. He walks toward you with a stiff back and his nose tilted slightly upward. Though bland, the eye seems to have no difficulty finding his way to you. A zealot follows him, struggling to keep pace with his long strides.

"You're disturbing the peace," the eye informs you. "Leave here at once."

"Not until we have spoken with Temnota," Pavel answers.

The eye ponders you carefully. "The Isofarian Guard have no authority here."

"Our authority does not come from the Isofarian Guard, the king, or even Uvidet," you explain. "It comes from the Voice, an authority deeper and more powerful than any you could imagine."

The eye inhales sharply. "For that, I shall have your tongue, blasphemer, and I'll be doing you a favor. Better to lose your tongue than your soul."

Battle Event

Place a '2 Star - Seer Zealot' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '2 Star - Eye of Uvidet' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:6 - Victory* below.

Chapter 2:6 - Victory

As the eye of Uvidet and the zealot retreat into the tower, bells toll across the city, warning others of your attack. The voice of a Guard shouting orders to her soldiers echoes in the distance. Reinforcements are on their way.

"We can't fight the entire city," you warn Pavel. "We're Stonebound, but that doesn't make us immortal."

Pavel grips his hammer. It is clear that he would rather stand and fight, but he nods grimly and follows you to the Barren Gate.

Move the Guards to Silny: Barren Gate. Proceed to page 29, and read Chapter 2:8.

Chapter 2:7 Silny: Barren Gate - Yana

You smile, grateful that Pavel seems to have at least momentarily come to his senses. Then you close your eyes, listening for the Voice. Help guide us, you think. Tell us what to do. When there is no answer, you feel emboldened. The choice is yours.

"Temnota will answer for her crimes," you explain, "but not today. We have our mission. The fate of Isofar hangs in the balance."

Pavel nods grimly. "You're right, of course," he says. "We should do as the Voice commands."

"I'm sorry for snapping at you," you tell him. "I'm just tired of being ignored."

"If I've ignored you, then I'm a fool," he admits. "Lead on, and I will follow."

When you arrive at the Barren Gate, you find it has been sealed shut. Lieutenant Mansur is waiting for you there.

You glance over at Pavel. To your surprise, his eyes are wide with fear. His hand trembles slightly as he reaches for his hammer. You've seen Pavel face down soldiers nearly twice his size without flinching, but the lieutenant has always made him nervous—perhaps because Mansur was always so good at making Pavel feel like a failure.

The lieutenant shakes his head. "I thought I might find the two of you trying to sneak off. Pavel has always been a coward, but you, Yana? Well, I'm disappointed."

"I care nothing for your approval," you say. "Stand aside."

"You know the punishment for deserters," the lieutenant explains matter-of-factly. "You have dishonored yourself and your family, and now you will die."

"We're not deserters," Pavel snaps.

"You were never relieved of duty," Mansur answers, gripping the hilt of his sword.

Perhaps it's not too late, you think. If Mansur still cares about honor and justice, maybe he can be made to listen to reason. "There are forces at work beyond your understanding," you begin.

"No," the lieutenant says as he draws his weapon. "It's you who doesn't understand."

For a split second as he charges toward you, Mansur's eyes flicker red.

Battle Event

Place a '2 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:7 - Victory* below.

Chapter 2:7 - Victory

As Mansur retreats, bells toll across the city, warning others of your attack. The voice of a Guard shouting orders to her soldiers echoes in the distance. Reinforcements are on their way.

"We can't fight the entire city," you warn Pavel. "We're Stonebound, but that doesn't make us immortal."

Pavel grips his hammer. It is clear that he would rather stand at fight, but he nods grimly and follows you to the King's Gate.

Move the Guards to Silny: King's Gate. Proceed to page 30, and read Chapter 2:9.

Chapter 2:8 Silny: Barren Gate - Pavel

The Barren Gate has been sealed shut. Two fellow members of the Isofarian Guard are waiting for you there: Lieutenant Mansur, and a new recruit you don't recognize.

The lieutenant shakes his head. "Someone attacked the Seer's Tower," he says as he draws his sword. "You two wouldn't know anything about that now would you?"

"Step aside," Yana snaps. "We have no desire to hurt you."

Mansur smiles. "I'm not sure that's true. Pavel's wanted to hurt me for a long time, haven't you Pavel? Lucky for me, you're a coward."

The lieutenant always went out of his way to make you feel like a failure. You've daydreamed about punching him in the face more times than you'd care to admit. You ready your hammer.

"Step aside," Yana repeats. "There are forces at work that you do not understand."

"No," the lieutenant says. "It is you who do not understand."

For a split second as he charges toward you, Mansur's eyes flicker red.

Battle Event

Place a '2 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:8 - Victory*.

Chapter 2:8 - Victory

An entire regiment of soldiers draws near the gate, and you are forced back into the city.

"The King's Gate! Hurry!" Yana shouts.

It occurs to you that the King's Gate has likely already been sealed, but what other choice do you have? It may be your last chance to escape the city alive.

Move the Guards to Silny: King's Gate. Proceed to page 30, and read Chapter 2:9.

Chapter 2:9 Silny: King's Gate - Yana

The King's Gate has been sealed, but there are only a few Guards protecting it. Horns continue to sound in the distance, warning of fugitives on the run. When the Guards see you, they steady their stances, but they appear nervous.

"Any word from the city?" one of them calls out.

Pavel seems ready to fight, but you grab his shoulder, holding him back. A clever ruse might help you avoid any bloodshed.

"Open the gate!" you tell the Guards. "There's been an attack on the Circle of Seers. We're headed to Fort Strazh to gather reinforcements."

The Guards relax a little, but they still seem skeptical. "Why not send a bird?" one demands.

"We did, but we can't leave it to chance. For all we know, this is the prelude to an invasion. If word doesn't reach Fort Strazh in time, Silny may fall."

"Invaders?" one of the Guards asks, a mixture of fear and skepticism in his voice. "Who? Talmund? The Tahmin?"

At this, Pavel loses his patience. "We are not here to speculate," he snaps. "You have your orders. Open the gate or I will report you to Lieutenant Mansur!"

The Guards reluctantly open the gate, and you pass through just as another group of Guards arrive behind you. As you escape, you hear the sounds of an argument breaking out.

You run, finding your way off the trail and through a thicket of trees in the hopes of avoiding detection.

When Pavel is finally too exhausted to go any further, he slumps down beneath the shade of an oak tree. You sit beside him, taking a quick drink from your flask.

"That was... Pavel says.

"What're you thanking me for?"

"I might have killed those Guards," he explains. "I mean, I was saying I wanted to, but I would have if it meant we could accomplish our mission. But you found another way. They didn't deserve to die, and I'm glad you were there."

"Where to now?" you ask.

"Fort Strazh," Pavel answers firmly. His suggestion takes you by surprise.

"Word will spread quickly about what happened in Silny," you warn. "If they know what we've done, we're unlikely to receive a warm reception."

Fort Strazh isn't very far," Pavel says. "King Karst thought that Grigory might be there. Maybe his words are meaningless—the deluded ramblings of an addled brain. Or maybe the captain really is there."

"You think he might be in trouble—that he might need our help?"

Pavel nods. "Yes, and I'm beginning to think we may need help too. It's up to you, but I think it's worth a look."

You smile. "Are we foolish? Or are we brave?"

"Maybe both," Pavel replies.

Place a narrative chip on Fort Strazh: North Gate.

Begin exploration phase.

Upon arrival at Fort Strazh: North Gate, proceed to page 31, and read Chapter 2:10.

Chapter 2:10 Fort Strazh: North Gate - Pavel

When you arrive at Fort Strazh, the gates are closed One of the Guards stares down at you, her eyes filled with suspicion.

"Open the gates!" you shout

"Whose side are you on?" the Guard shouts back

You exchange puzzled looks with Yana. "I don't understand," you admit

"To whom do you swear allegiance - the new captain or the old?" The Guard seems irritated by your unwillingness to answer, as if she'd asked a rather simple question

You hesitate Grigory might have taken over the fort. If so, these Guards might remain loyal to him. On the other hand, they could be rounding up loyalists to Grigory and sending them into exile

"We are loyal to Isofar," Yana suggests. "Forgive our misunderstanding, but we have been gone for some time. If there is dissension in the ranks, we have yet to hear of it. Perhaps, if you let us in, the matter could be explained in more detail."

The Guard vanishes from the wall. For a few moments, there is silence and you mentally prepare yourself for the worst, but then the gate slowly creaks open.

"Is this a good idea?" you whisper to Yana.

"Probably not," she admits, but then she offers you a reassuring smile, and together, you pass through the gate to the other side

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Two**

Move the Guards to Fort Strazh. Courtyard. Proceed to page 32, and read Chapter 2.11.

Chapter 2:11 Fort Strazh: Courtyard - Yana

You recognize the man who greets you in the courtyard as Akev, a lieutenant of the Guard. Yury's father. Though you hardly know him, he acts like you are old friends

"Yana. Pavel. Welcome." he says

"Lieutenant Akev," you answer suspiciously "What's going on here? Why is our loyalty being questioned?"

Akev smiles, but there is a flash of anger in his eyes. "It's *Captain Akev* now, actually. I don't normally stand on formality, but given the circumstances, it seems important to clarify the chain of command

What circumstances?" you demand. "What's happened to Captain Grigory?" you ask, curious to hear his side of it

Grigory was weak. A so-called peacemaker. He was content to sit idly by while our enemies gathered strength All because he was blind to the truth War is inevitable Our neighbors to the south will invade within the next five years. The Falmund threat will be dealt with—and soon—but first we must set our own house in order Grigory is a traitor to the crown. I am now the rightful captain of the Isofarian Guard, duly appointed by the king. Any who refuse my command are betraying their oath, and shall be punished accordingly Will you join us? Will you stand with Isofar? Or will you follow your disgraced former captain and share his fate?"

Things grow suddenly tense. The Guards form a circle around you There is a weariness in their eyes—as if they hadn't slept in days. Some appear genuinely curious to see how you will respond to Akev's threat Others grip their swords, eager for battle. A soldier standing on the wall nocks an arrow, readying her bow

If you profess your loyalty, you might be able to glean more information from Akev. At the very least, you would avoid a fight. On the other hand, morale at the fort seems low. There might be an opportunity to rally some of the soldiers here to your side

Choose a path:

A. Play along and "join" them

Proceed to page 34, and read Chapter 2.12.

B. Try to convince the other Guards to join the Stonebound

Proceed to page 35, and read Chapter 2.13

Chapter 2:12 Fort Strazh: Courtyard - Yana

Pavel steps forward. "Enough," he says. "There is no need for threats. We are loyal to Isofar, King Karst has our allegiance, as do you, my captain. We are honor bound to live or die at your command."

As you listen to your companion's words, your heart skips a beat. Though you know Pavel is only putting on an act, he speaks with such conviction that, for the briefest of moments, you are almost fooled. You suppress a smile. It seems Pavel is learning from his mistakes. He's willing to think his way out of a tricky situation, instead of immediately reaching for his hammer.

Alex seems pleased, and fully convinced, by Pavel's response. "Well spoken," he says. "There is great wisdom in your words. If Grigory was half as sensible as you are, he might still be in command. Now, allow me to introduce you to the one who will lead Isofar to its bright new future.

Move the Guards to Fort Strazh: Great Hall. Proceed to page 36, and read Chapter 2:14.

Chapter 2:13 Fort Strazh: Courtyard - Yana

Pavel glances around the courtyard, making eye contact with many of the Guards gathered here people you have fought alongside in battle and who you would consider friends.

"Those of you who know me know that I am as arrogant as I am stubborn," Pavel announces to the assembled crowd. Scattered laughter comes as a response to this, breaking the tension. "I do not easily bend the knee Captain Grigory has earned my loyalty—and my trust."

You notice a few hesitant nods of agreement from the crowd

"Those of you who know me," Pavel continues, "also know that I am not someone to mince words. So let me be blunt. King Karst is being manipulated. There are forces at work that threaten to tear Isolar apart at the seams. If we are to be victorious, we must stand together. You are my brothers and sisters in arms. Put down your weapons, and join us—or at least give us a fair hearing. We have quite the story to tell."

You are amazed—even stunned—by Pavel's speech. You've never thought of him as a man of great eloquence, but his words seem to have stirred up something for at least a few of the Guards. Their expressions soften, and for a moment, a few seem to seriously consider his proposal before fear once again creeps into their eyes. Even if they agree with Pavel, few seem willing to turn against their new captain.

Their concerns, it seems, are justified. Akev has worked himself up into a fury. His face is so twisted with anger that, for a moment, he seems almost inhuman.

"A pretty speech," he says, "but I'm afraid your words are wasted here. Guards, please show our esteemed guests how we welcome traitors to the crown."

The soldiers press forward with their swords drawn. As they draw near, their eyes flash red with anger. They snarl as you snapping their jaws.

Battle Event

Place a "2 Star - Corrupted Guard" and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:13 - Victory* below.

Chapter 2:13 - Victory

You manage to slay two of the corrupted soldiers, but you are grossly outnumbered. The remainder of the Guards continue to press their attack, forcing you back into the stables.

Move the Guards to Fort Strazh: Stables. Proceed to page 37, and read Chapter 2:15.

Chapter 2:14 Fort Strazh: Great Hall - Pavel

The doors to the Great Hall creak open and Akev escorts you inside. You are surprised to see Temnota here, seated on a throne. Akev places his hand on your shoulder, gently nudging you into a kneeling position. Then, he himself bows before the Farseer.

Temnota barely glances up at you, seemingly disinterested in your arrival.

"This is Pavel and Yana," Akev explains, as he rises to his feet.

This seems to attract Temnota's interest. She leans forward in her chair, staring at you with wide, greedy eyes—the way a starving dog might glance down at a bone.

"You served with Captain Grigory," Temnota says.

Akev flinches when he hears Grigory's name associated with that title, but Temnota doesn't seem to care.

"Our only loyalty is to King Karst," you tell her, "and Isolar."

Temnota smiles. "Of course," she says. "And that is why you will answer my questions truthfully. On your last mission, you served under Grigory's command?"

"Yes," you admit.

"So then, you must already know the truth. Grigory is Stonebound."

You shift uncomfortably, and Temnota laughs. "Do not be afraid. You will not be punished for speaking the truth."

You are at a complete loss as to what to say. You glance over at Yana for guidance.

"We were with Grigory, when he found a stone," she admits. "He left almost immediately afterwards. He told us he would be paying a visit to King Karst. That's all we know."

"No," Temnota answers tersely. "That is not all that you know. Tell me everything. Now."

"We had just ambushed a group of Falmund soldiers," you explain, and then you slightly twist the truth. "Grigory found the stone on one of their bodies. When he picked it up, it started to glow. He seemed to have some sort of vision, like he was in a trance. Then he left without saying a word. We tried to follow him to Silny, but by the time we'd arrived he'd already been exiled."

Temnota's eyes narrow with suspicion. "If you were in Silny, why did you not report in and receive a new assignment? Why travel to Fort Strazh?"

Panicked, you glance over at Yana. Temnota is right—your story is full of holes. *What should I say? What should I do?*

"We were following Grigory," Yana chimes in. "We've heard stories of the Stonebound. We know how dangerous they can be. We took our concerns to lieutenant Mansur, but he told us the Stonebound were a myth. We had to take matters into our own hands. Grigory is too dangerous. He must be stopped."

"Exile isn't enough," you add. "He's too dangerous to roam free."

Temnota sits back in her chair as she considers your story. Then, she nods her approval. "You did well to come here. There is a corruption spreading through Isolar, and the Stonebound are its root. This is unlike any threat we have faced in the past. We need more soldiers who understand the urgency of the task ahead of us. Perhaps you would be willing to volunteer for a special assignment?"

"We'll do anything," you say.

Yana raises a cautious eyebrow, but Temnota smiles and turns to Akev. "Captain Akev, I believe we have identified two candidates worthy of receiving the blessing. What say you?"

Akev's eyes widen in surprise. "But... I was promised..."

Temnota waves her finger. "Ah, ah, ah. Do not be a poor servant. It's beneath you. Your time will come."

Temnota turns back toward you. She raises her hands and dark bolts of electricity spring from her fingertips, striking the ground at your feet. In your mind, you imagine a curved, transparent wall large enough to shield you and Yana from Temnota's attack. No sooner do you envision it, than it appears, the bolts of dark energy ricocheting off its surface and striking Temnota, Akev, and several of the Guards. They shriek in pain as you make your escape from the hall.

Move the Guards to Fort Strazh: Courtyard. Proceed to page 38, and read Chapter 2:16.

Chapter 2:15 Fort Strazh: Stables - Pavel

Across the courtyard the doors to the Great Hall swing open and, to your surprise, Temnota appears, followed by another dozen soldiers

Yana stares back in amazement. "What is she doing here?"

Archers fire arrows from the wall that whiz past your head, missing you by mere inches. A bolt of dark energy springs from Temnota's hands It whips across the yard narrowly missing you and instead hitting two of Temnota's own soldiers You watch as their bodies are pulled inside out. Bones pop up, puncturing their skin The agony is so intense that death would seem a mercy but that mercy never comes Instead, their bodies are transformed. Their hands morph into mangled claws and their mouths become engorged with row after row of serrated fangs

There is a panic in the yard as the two corrupted soldiers attack indiscriminately, grabbing hold of their comrades and tearing into their flesh.

Temnota takes no notice lashing at you again with crackling dark energy that she wields like a whip. In your mind, you imagine a curved, transparent wall large enough to shield you and Yana from Temnota's attack. No sooner do you envision it than it appears. The tendrils of dark energy ricocheting off its surface

"Through here!" Yana shouts, and she leads you into the stables She opens a hatch leading to an underground cave n "We can get to the beach through this tunnel!"

You exit the tunnel and hit the sand without slowing Ahead, a boat is anchored near shore—a possible means of escape. Just as you are about to wade into the water, two Guards exit the passageway behind you, charging on them with their cutlasses raised.

Battle Event

Place a '2 Star Corrupted Guard' and A1 deck on an enemy dashboard in slot I and slot II of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 2:15 - Victory* below.

Chapter 2:15 - Victory

The corrupted Guards slump backwards into the sand, their bodies dissolving into a thick tarry paste that is gradually swept away by the waves crashing against the shore

You wade out to the boat, and just manage to pull the anchor as dozens of Guards pour out onto the beach.

Move the Guards to Node 50. Replace Guards' miniature with boat chip. Proceed to page 39, and read Chapter 2:17.

Chapter 2:16 Fort Strazh: Courtyard - Pavel

You burst into the courtyard and run toward the gate. The Guards glance up at you, uncertain what to do.

Alex appears at the door. "Close the gates! You fools, don't let them escape!"

The gates of the fort are quickly shuttered. Archers fire arrows from the wall that whiz past your head, clacking on the stones around you. Two of your former comrades charge forward, swords drawn. In your mind, you once again imagine a transparent shield. It blocks the first few blows from their swords, but as more and more soldiers gather, the glowing barrier starts to crack.

"Through here!" Yana shouts, leading you into the stables. She opens a hatch leading to an underground tunnel. "If your shield can hold a little longer we can make it to the beach before they get through."

You quickly exit the tunnel and find your way to a boat anchored just offshore By the time any Guards appear on the beach, you are quite a ways from the shore.

Move the Guards to Node 50. Replace the Guards' miniature with the boat chip. Proceed to Chapter 2:17 below

Chapter 2:17 Strazh Channel - Yana

From your stolen vessel, you glance back at Fort Strazh Some of the Guards on the beach fire a few arrows, but you are already safely out of range

Temnota stands on the wall of the fort, towering above you. You watch as she lifts her staff and a dark cloud of energy forms around her, swirling faster and faster and swelling in size. She pushes it out towards the ocean, and it tears through the water like a hurricane

"Hold on!" Pavel shouts as he grabs hold of the side of the boat. You prepare for impact.

To your surprise, the swirling hurricane misses you entirely Your boat is lifted slightly as it disturbs the water, but otherwise, you are unaffected. The dark clouds crackle with electrical energy and then slowly dissipates, dissolving into a dark mist

You glance over at Pavel Your heart is still pounding from your escape, but a sense of giddy relief washes over you You both start laughing at the same time.

"Is that it?" Pavel taunts Temnota. "Is that the best you can do?"

Suddenly, the water beneath the dark fog starts to bubble and boil

"Pavel, look!" you shout in warning

A massive form erupts from the water, nearly capsizing your vessel

Unwrap the "Campaign 4 Bosses" deck now. Place the cards and their corresponding separators in the card index box.

Battle Event

Place 'Boss - Tenebris Volkrok' and A1 deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:17 - Victory* on page 39

Spirit Boss Challenge C4-1 now unlocked!

Chapter 2:17 - Victory

With the Volkrok defeated, you slump back in your boat exhausted. Miraculously, your boat seems no worse for the wear.

"So, let's both agree that maybe it was a bad idea to stray so far from our mission," you say, giving Pavel a wry grin.

"Deal," Pavel agrees. "Shall we head north then?"

"Sounds like a plan. I hear the frozen wastes are wonderful this time of year."

"I hear they're frozen this time of year," replies Pavel.

"I hear they're frozen any time of year," you smile. You enjoy a few moments of quiet, listening to the waves slap against the boat before breaking the silence.

"You know, I'm surprised," you tell Pavel. "Surprised and impressed."

Pavel laughs. "You must be easily impressed. We barely escaped with our lives."

"That's not what I mean. That was Temnota back there. *The* Temnota. Leader of the Circle. I'm surprised you didn't ask me to turn around so that we could go and bring her to justice."

Pavel chuckles. "I guess I deserve that," he admits. "We're only starting to learn what it is to be Stonebound. I understand that now."

"Humility is the mother of wisdom," you say, quoting an old proverb.

Pavel smiles. "Don't get your hopes up. I am neither humble nor wise."

"But you are alive. That's got to count for something." On this, you and your companion seem to agree.

Stonehound have returned from their Commissions

Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Three**.

END OF CHAPTER 2

Exploration Phase now uses Enemy Index Chapter 3. See page 9 in the Enemy Index Book.

A new Caravan Quest is available!

Move the Caravan Chip to Node 68. Caravan Quest 2 is now available. See page 150 in the Quests book.

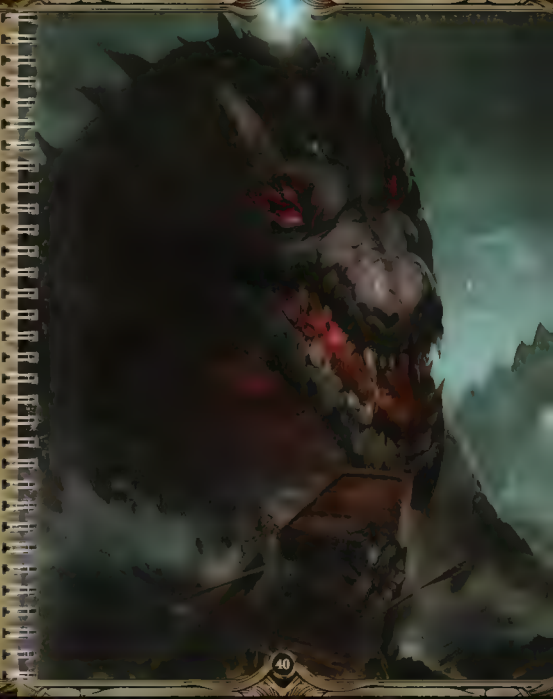
New Side Quests are available!

Additional Side Quests are now available for Chapter 3. See page 80 in the Quests Book.

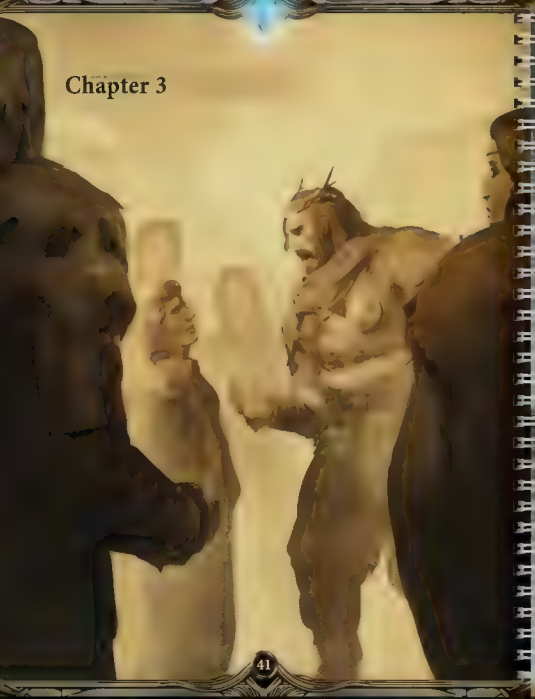
Place a narrative chip on Node 42.

Begin exploration phase.

Upon arrival at Node 42, proceed to page 42, and read Chapter 3:1.



Chapter 3



Chapter 3:1 Sea Outside Fort Strazh - Pavel

As you continue your journey north, it becomes increasingly clear that you were not meant for the life of a sailor. Your stomach churns every time you glance at the moving water. Fortunately, Yana hasn't noticed—or, if she has, she hasn't said anything.

As you are leaning over the side of the boat, you spot a smudge on the horizon. "Yana, we have company."

"Most likely raiders in these waters," she says. "Should we change course?"

"We can't outrun a ship with this little boat. Luckily it's only one ship," you say, flashing her a smile. Yana laughs. Nothing like an overconfident show of bravado to lighten the mood.

You brace yourself as the vessel draws near, but, to your surprise, it speeds past you. They come within shouting distance, but the Tumani raiders do not so much as glance in your direction.

"I guess we're not worth their time," Yana says.

"I have to admit, I find that strangely insulting," you say.

Yana shakes her head. "Keep your hammer ready. If it's a fight you're looking for, I'm sure we'll soon find one."

Move the Guards to Node 21. Proceed to page 43, and read Chapter 3:2.

Chapter 3:2 Northern Sea - Yana

You glance over at your companion. Pavel's face has turned a pale shade of green, but you pretend not to notice. He's too proud to admit that he's seasick.

"Do you remember when we knocked down that beehive by the river when we were kids?" you ask.

He leans over the side of the ship, looking as though he is about to throw up. "Yeah," he says. "Why? What made you think of it?"

"You were stung at least a dozen times, there were tears streaming down your face, but you kept saying that it didn't hurt."

Pavel manages a weak smile. "It didn't," he insists. "Not really." Another wave of nausea hits him, and he turns back toward the water. As you look away, you notice something near the coastline. "Pavel, look!

A thick plume of black smoke stretches up into the sky. Soon, ash rains down over your heads, and you spy a sinking ship completely engulfed in flames. It's a merchant vessel, burning in the harbor of a makeshift port. Judging by the gold trim it was owned by a rather successful merchant. Until now. Dozens of charred bodies bob up and down in the water like buoys. The ship is surrounded on all sides by Tumani raiders.

A few dozen tents line the shore next to the docks. It seems the Tumani have set up camp. You quickly drop sail and steer hard to port, directing your ship toward dry land even though the shallow water here is rocky and treacherous. Pavel grabs your arm, attempting to readjust the rudder, but you shove him aside.

"What're you doing?" he demands. "There's nowhere to dock. You're going to smash us into those rocks!"

"They haven't spotted us yet," you explain, "but if we stay on the water, they will. Just trust me."

Pavel grabs an oar and starts rowing toward the shore, while you steer. The wind is strong and the waves fierce, but with some deft maneuvering you manage to dodge the larger boulders, scraping loudly against the edge of the rocks without cracking the hull. The boat becomes wedged between two of them, grinding to a halt.

Pavel, who cannot hold it in any longer, leans over the side of the ship and retches, emptying the contents of his stomach into the water. Despite resisting the temptation to make any sarcastic overtures, knowing that Pavel would much prefer it if you simply ignored his momentary weakness altogether.

"After you," you say. Pavel nods, grateful for your restraint. He carefully climbs overboard, scaling down one of the rocks and then leaping into the water. You match his movements, and together you slowly make your way to the shore.

"I'm sorry," Pavel says. "I'm not much of a sailor."

You smile. "Don't apologize. You may be the strongest man I know, but everyone's got their weaknesses."

"Apparently mine is the sea."

As you head up the beach, the sand is gradually replaced with grass. You crawl through the brush, finding a spot where you can spy on the raider's camp without being detected.

"I've never seen so many Tumani," you admit. "What're they all doing here? It looks like they've been moving south. Are they headed to Fort Strazh?"

Pavel shakes his head. "I don't know," he admits, "but I don't really care. We have to get to Mount Nebesa. Right now, that's all that matters. There must be a way to sneak past the raiders without being seen."

"Whatever they're up to, it isn't good," you say. "It seems a shame to leave so many raiders wandering free when they've done us the courtesy of gathering themselves up in a big group. If there's any way we can sabotage their ships without getting caught, maybe we should try."

Pavel shakes his head. "The mission is too important. You're the one always telling me to think with my head and not with my fists. Let's sneak past the camp and travel north. Let the raiders be someone else's problem."

Choose a path

A. Sneak by the camp.

Proceed to page 44, and read Chapter 3:3

B. Attempt to destroy the Tumani vessels.

Proceed to page 45, and read Chapter 3:4

Chapter 3:3 Northern Sea - Pavel

"You're right," Yana says. "The mission is too important. We can't get distracted by other concerns."

You slowly make your way through the edge of the wood surrounding the camp. The raiders are packing up their supplies and heading to their ships.

You notice a merchant seated by the ashy remains of a campfire. His arms have been bound tightly with rope. Two of the raiders help him to his feet.

"Just leave me here," the man insists. "If you think anyone is going to pay my ransom, you're sorely mistaken."

"We're taking you to the witch, Temnota," one of the raiders says. "You'll make a fine soldier in her new army."

The man shakes his head incredulously. "You're Tumani! The Circle is your sworn enemy. Whatever deal you've struck, you can't possibly believe she won't betray you!"

The Tumani shrugs. "It is simple. She has promised to see Vyal restored. If she double crosses us, she dies. Vyal is not merciful." The Tumani carries a chest onto the nearest ship, temporarily leaving the merchant unguarded.

You glance over at Yana, but your companion has closed her eyes. As she channels the power of the stone, she turns invisible.

"Wait," you whisper sharply. "What are you doing?" Though you can no longer see your companion, you notice impressions being made ahead of you where her boots press down against the grass.

The captive's bonds are quickly severed by an invisible dagger. Confused by his sudden freedom, the man is at first uncertain what to do, but it doesn't take him long to figure it out. He breaks into a run, only stopping to grab a small chest on his way out of the camp.

Yana suddenly reappears next to you, crouched behind the trunk of a tree.

"That was risky," you say. "How did you even do that?"

"I feel like there's a lot more I could do," Yana explains. "I've only just started to understand how to tap into the stone's true power."

"If that's you as a beginner, I'm sure you'll be a sight to behold whenever you really come into your own."

You notice Yana's cheeks flush, and she suddenly turns invisible again.

Where are you going now?" Pavel whispers.

I'm still here. It just makes it harder for the Raiders to spot us if there's only one of us sticking out like a sore thumb."

Soon, the raiders load up the last of their supplies and sail off to the south. When the coast is clear, you emerge from your hiding spot and head north.

Move the Guards to Node 18. Proceed to page 46, and read Chapter 3:5.

Chapter 3:4 Northern Sea - Pavel

"Take my hand," Yana whispers

You glance over at her skeptically, but then do as she asks. Yana closes her eyes and concentrates. As she channels the power of the stone, she slowly turns invisible. Her hand disappears. Soon, yours does as well. Although you feel no pain, it is hard not to be alarmed as you watch a part of your body vanish into thin air. The invisibility creeps up along your arm and then ripples across your chest to your head and legs.

Still holding hands, you stand up and take a step forward. It is surprisingly difficult to move when you can't see your own legs, but after a few moments you manage to get the hang of it. The only evidence of your presence in the raider camp is the sound of your breathing and the soft impressions your boots leave in the grass.

"I'm not sure how long I can maintain it," Yana whispers. "We should get as close to the ships as we can."

You make your way out onto one of the ships and notice a prisoner being pushed aboard. The merchant captain is tightly bound with rope.

"Let me go," he shouts. "If you think anyone is going to pay my ransom, you're sadly mistaken."

Suddenly, the ropes binding the captive fall to the ground. Realizing he's free, the merchant shoves his arms into the back of one of the raiders, knocking him over the side of the ship. That's when you notice that your invisibility is beginning to wear off.

The remaining raiders stare at you in amazement, stunned by your sudden appearance. Then they raise their weapons and charge toward you.

Battle Event

Place a '3 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious Proceed to *Chapter 3:4 - Victory*

Chapter 3:4 - Victory

Though you manage to fend off the first round of raiders, the noise quickly draws the attention of the raiders on the dock. Soon, a crowd of raiders are making their way onto your ship.

You watch as the freed merchant captain snatches a small wooden chest. For some reason, this angers the Tumani more than anything. "Thief!" one of them shouts.

The merchant captain turns toward you. "Follow me!" he says.

Proceed to page 47, and read Chapter 3:6.

Chapter 3:5 Gora Pass - Yana

You discover the captive you freed waiting for you by the side of the road, seated beneath the shade of a tall tree. He stands and bows his head slightly out of respect when he sees you.

"Was it the two of you who loosened my bonds?" he asks. "If so, I am in your debt. My name is Cephas."

"I'm Yana," you say, "and this is Pavel."

Pavel stares at the man skeptically. "You were the only one from your ship to survive?"

The man nods. "They thought the ship's captain would make the best hostage."

"We saw you steal something as you were leaving," Pavel says. "Awfully risky, for someone running for their life."

Cephas shakes his head. "Is it really stealing to take back what's already been stolen?"

"But you did take something," Pavel insists. "A small chest. What's in it?"

Cephas' eyes flash with anger. "They sank my ship and killed my crew. On the way out, I may have taken something of value, but it's hardly compensation for what I lost."

He places a hand on the hilt of his sword, ready to defend his honor if necessary. In response, Pavel raises his hammer.

You place yourself between them. "Simmer down," you snap, "both of you. Cephas, I'm sorry for my companion. These are dark times. It has not always been easy to know who we can trust."

Cephas relaxes his grip on his sword. "Trust is always a rare commodity," he admits. "An apology is unnecessary. After all, you saved my life." He considers this for a moment and then adds, "That's why I'm going with you."

Pavel laughs. "You don't even know where we're headed."

"To the Frozen Wastes," Cephas answers matter-of-factly. Your eyes widen with surprise, but Cephas just smiles. "Other than the mines, there isn't much reason to travel this far north and, no offense, but the two of you don't much look like miners. I know the territory. Let me be your guide. I do not wish to remain in your debt."

"You owe us nothing," you assure him, "but we would be grateful for the company."

Pavel pulls you aside. "He's not telling us everything."

"Oh?" you ask. "And I suppose we're keeping no secrets from him? The mission is all that matters, remember? If he's familiar with the Frozen Wastes, we could use his help."

Pavel opens his mouth as if to object but then seems to change his mind. He turns toward Cephas. "Very well," he says, "but be warned: the path ahead is a dangerous one."

"A journey through the Frozen Wastes is never what one might call 'safe,'" Cephas admits, "but believe me when I tell you this: your chances of surviva. are much greater now that you have secured me as your guide."

Place a narrative chip on Frozen Wastes: Tumani Village (Mini-Map).

Begin exploration phase.

Upon arrival at Frozen Wastes: Tumani Village, proceed to page 48, and read Chapter 3:7.

Chapter 3:6 Northern Sea - Pavel

You follow the merchant captain to the stern of the ship where a few barrels of oil have been stored. He kicks one over, spilling its contents out onto the deck, then lights a torch.

"What are you doing?" Pavel demands. "How does this help us escape?"

"These raiders sank my ship and killed my crew," the man answers. "I'm not leaving until I've returned the favor."

He drops his torch on the oil and it catches fire, but it spreads slowly. Two raiders charge toward you, and you fight with your backs to the flames.

Battle Event

Place a '3 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 3:6 - Victory* below

Chapter 3:6 - Victory

You swing your hammer, knocking one of the raiders overboard, but reinforcements continue to pour in from the dock.

"There's too many!" you shout, but the merchant captain stands firm. He seems more than happy to die, if necessary, as long as he can take the Tumani with him.

Yana places a hand on his shoulder. "Jump," she says. He stares up at her in defiance. "I'm not leaving."

"There's a better way I need you to trust me," Yana insists. The man locks eyes with her, nodding slowly. Hand-in-hand, they leap over the side of the ship. You swing your hammer to clear a path through the enemy's ranks and then follow them down, splashing into the water below.

Yana bobs to the surface, her eyes closed in concentration. She lifts her staff above her head, and a tiny spark appears in the air. It spins rapidly and grows into a ball of flame as Yana channels energy into it. Then, she thrusts the staff upward, and the fireball is propelled toward the ship. The barrels of oil explode, and the vessel is quickly engulfed in flames. By the time you make it to shore, the other Tumani ships have already set sail, eager to be away from one who can control fire from thin air.

You find Yana lying on the beach with her eyes closed. You can't tell if she's breathing.

"Yana!" you shout, shaking her.

The merchant captain pushes you aside. He removes a small bottle from his pouch and lifts it up to Yana's nose. After a few moments, her eyes open, and she coughs up seawater.

"Thank you," she tells him. "You saved my life."

"If so, I was only returning the favor," the man says. "My name is Cephas."

"Well met, Cephas," you say, "but I'm afraid we have little time for pleasantries. We have a long journey ahead of us, and we can afford no further delays."

"Good," Cephas answers, "then I will accompany you. I know this area well."

Before you have a chance to answer him, Yana chimes in. "We'd be grateful for your assistance, but be warned, the path ahead of us is a dangerous one."

"A journey through the Frozen Wastes is never what one might call 'safe.'" Cephas admits, "but believe me when I tell you this: your chances of survival are much greater now that you have secured me as your guide."

Place a narrative chip on Frozen Wastes: Tumani Village (Mini-Map).

Begin exploration phase.

Upon arrival at Frozen Wastes: Tumani Village, proceed to page 48, and read Chapter 3:7.

Chapter 3:7 Tumani Village - Yana

To your surprise, the Tumani barely notice when you enter their village. They are too busy arguing amongst themselves. A crowd has formed around two individuals: a tall warrior, perhaps the village chieftain, and an older woman. They are both speaking Tumani.

"I only understand bits and pieces," Cephas admits, "but the woman keeps mentioning 'people with clear vision' – no, that's not it, it's more like 'the sighted ones.' The man is calling her a heretic. Says she has turned against Vual. For the Tumani, that's an unforgivable crime."

Your eyes widen with surprise. "You speak their language?"

"Just the bits and pieces I've picked up over the years."

When the old woman sees you, she begins shouting frantically and pointing in your direction. The crowd parts, making room for you within the circle.

"Come closer," the old woman says, this time using words you can understand. "You not know me, but I know you. I am Maht. You are Sighted Ones. Please, explain to them. Tell these ones why you are here."

"We were guided by the Voice," you begin hesitantly, but before you get any further, the tall warrior steps forward and speaks over you. "Maht tells us that you have come to cleanse the mountain! The heart of Vual's power!"

"Let her speak, Kulak!" Maht shushes him.

You hesitate, but Maht smiles at you and nods encouragingly.

"It's true," you say.

Kulak grins, revealing a set of crooked teeth. He turns back to address the villagers. "What more do you need to hear? They do not hide their evil intent. They are not of Vual. They have come to destroy us!"

Some of the villagers respond to this with angry jeers, but others rally around the old woman Maht. To your great surprise, Kulak isn't content with merely an argument. He whips his supporters into a frenzy and they begin attacking the crowd indiscriminately.

Battle Event

Place a '3 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Tumani Mender' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:7 - Victory* on page 49

Chapter 3:7 - Victory

Though you manage to slay a few of the Tumani, Kulak and his followers have you greatly outnumbered. You defend Maht and her allies as best you can as they are forced to make a slow retreat out of the village.

"Fire!" Kulak shouts, and a volley of arrows rains down from the sky. Maht takes one to the back of the knee, crying out in pain.

"Leave me," she insists. Instead, you and Cephas each wrap an arm around her and help Maht back to her feet. Leaning on you for support, she is able to limp forward at a slow but steady pace. Then, something behind you snarls.

"Dogs," Maht warns. "Hunters."

Maht's allies form a circle around her. Pavel swings his hammer in a wide arc, catching some of the dogs, but there are too many. Some of the dogs get through and latch onto the villager's arms and legs, tearing clothes and skin to shreds.

You find enough strength to summon a small ball of fire, but it's enough to incinerate one of the dogs and frighten the others off. From behind you, Kulak lets out a loud, low whistle and the canines circle back to their master.

You slowly make your way across the trackless snows with Kulak and the others following you, but not daring to engage any further. By the time you've crossed the Uchitel Span, the other Tumani have completely broken off their pursuit.

"Cowards," one of Maht's supporters shouts back at them, but Maht laughs and shakes her head.

"No reason to fight," she explains. "Why waste effort? No food, supplies, shelter – we die here. Must go to temple. There, safe from elements."

The wind has grown fierce, whistling softly past your ears, and it has started to snow.

Move the Guards to Frozen Wastes: Vniz Path.

Place a narrative chip on Frozen Wastes: Skryvat Temple.

Begin exploration phase.

Upon arrival at Frozen Wastes: Skryvat Temple, proceed to page 51, and read Chapter 3:8.

Chapter 3:8 Frozen Wastes: Skryvat Temple - Pavel

As you approach the temple, many of the Tumani drop to their knees. Under their breath, you can hear them muttering prayers.

Maht shakes her head. "Old habits." You notice that the old woman's face has become swollen. Dark circles have formed just beneath her eyes.

From behind you, you hear a low growl. One of the hunting dogs from the Tumani camp has picked up your trail, and the canine has started to transform. Its fur is matted with something like a black tar and its eyes glow faintly red. As it growls, it reveals a set of enormous teeth as sharp as daggers. It charges forward, quickly tearing through one of the Tumani before turning towards you.

Battle Event

Place a '4 Star - Dusk Stalker' and AI deck on an enemy dashboard in slot 1 of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:8 - Victory* below

Chapter 3:8 - Victory

The dog whimpers as it is finally slain. It slowly dissolves, forming a black puddle over the ice.

You make your way into the temple. Although it is just as cold inside, at least it provides some shelter from the storm.

The structure itself is rather unimpressive. The stone walls are bare. Any ornamentation has long been stripped away. A trapdoor stands open at the back of the room, and its wood seems to have recently been cracked and splintered.

You pass through the door and descend a long staircase, entering a darkened chamber held aloft by massive columns. A few of the Tumani light torches, inserting them into black iron sconces embedded into the stone walls.

Maht's face has become so puffy and swollen that her eyes are nearly welded shut.

"Lay her on the ground, quickly!" Cephas shouts. He removes his own coat, offering it to her as a pillow.

"I not so weak," Maht insists, but she groans as you lower her to the floor.

Cephas inspects the wound. "She's been poisoned. From the arrow-tip, most likely. There are other Tumani with the same symptoms. We need to treat their injuries. By the looks of it, more than a few of them will die before the night is over, but we'll save as many as we can."

Move the Guards to Frozen Wastes: Room of Columns. Proceed to page 52, and read Chapter 3:9.

Chapter 3:9 Frozen Wastes: Room of Columns - Pavel

Cries of pain echo through the dimly-lit temple. You've done your best to tend to the wounded, but things seem only to have gone from bad to worse. Some of the Tumani have already died, killed either by the poison or their wounds.

Maht coughs up blood as she issues instructions. Glacial Worms roam the Broken Lands. Fierce creatures. Their venom is cure - but we need more. Fire. Food. Heal. Then we fight. Village will suffer under Kulak. Great darkness in him."

You called us 'the Sighted Ones,'" Yana reminds her. "What do you know of the Stonebound?"

A smile crosses Maht's lips. "You not the first here," she explains. "Two others. Catherine and Yury. Tried to show me. I could not yet see."

Catherine and Yury were here?" you ask excitedly. You've received so little news of your companions that part of you had wondered if any were still alive.

Maht nods. "As long as my people remember, spirit make home in this temple. Spirit of Vual—we have believed. Catherine and Yury found vision stone—corrupted, malevolent. It was removed. Now Vual is silent. Without stone for guide, my people are lost, confused. But I know way. I receive vision. I hear Voice."

Maht digs into her pocket, pulling out a small purple stone.

Yana smiles. "I knew it!" she says. "From the moment I saw you, I knew you were Stonebound."

Cephas clears his throat and shakes his head. "You said this temple used to house a stone. One that your people thought was Vual. Now you've heard a voice from a stone. What makes you think this is any different?"

"The Voice is good," you explain.

Cephas shrugs. "If you say so."

"How are the wounded?" Yana asks.

Cephas shakes his head. "Those who've lasted this long will make it at least until morning, but we need food and fuel. At this rate, they'll freeze to death before more of them die from their wounds."

"You've proved a more than capable healer," Yana suggests. "You should remain here. Pavel and I will go in search of supplies."

Stonebound have returned from their Commissions.
Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Four**'

To proceed to the next scene you must complete the mini game puzzle on pages 55-56. Proceed to pages 53, and 54 for instructions on how to begin the mini-game.

The Broken Lands - Mini-Game Instructions

To proceed to the next scene you'll need to defeat three Glacial Worms in battle in order to collect the venom that can cure Mahl and the Tumani at Skryvat Temple. On pages 55-56 you'll find a special map to use to complete this puzzle.

To begin you'll need Pavel and Yana's bust chips.

To complete this puzzle you'll need to move both of the Guards' chips along the icy platforms toward the Glacial Worms which are indicated by the following icon.

On some of the icy platforms you'll find heat sources, indicated by the **campfire icon**, and food sources, indicated by the **ribs icon**. These are considered 'resources' in this puzzle.

To setup the puzzle, place a red cube on each campfire icon and a green cube on each ribs icon.

Place a red gem on each campfire icon that has a red star next to it, and a green gem on each campfire icon that has a green star next to it.

Next, place a red cube on the 20 space of the 'Heat Track', and a green cube on the 20 space of the 'Food Track'.

Finally, place a yellow cube on each of the skull icons. These represent the venom obtained by defeating a Glacial Worm in battle.

Puzzle Instructions:

Place both Guards' bust chips on "Skryvat Temple".

During each turn, you must move each Guard Bust Chip exactly 1 space (icy platform). You may separate the chips or move them together. After each Guard has moved exactly 1 space, move the cubes on the Heat and Food Tracks to reduce the value of each track by 1.

When a Guard lands on a campfire icon or ribs icon that has a resource cube or gem, you may choose to collect the resource and place it on the Guard's bust chip.

Once a resource has been collected it cannot be collected again. You may have multiple resources of either type on the Guards.

If at the end of your turn (after moving both Guards), you return to Skyrvat Temple with a resource (red or green cube or gem), that resource track is instead increased on its track, rather than decreased. The resource cube or gem is then returned to the general supply. Cubes increase that resource's track by 2 each, and gems increase that resource's track by 5 each.

When a Guard lands on any Skull Icon, a battle is immediately started. If a single Guard lands on the icon, the battle is fought using only that Guard. If both Guards move to the icon together, the battle is fought with both Guards.

Battle Event

Place a '4 Star - Glacial Worm' AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Restart the puzzle from the beginning.

If victorious: Collect the venom resource (yellow cube), and place it on the Guard(s). Continue moving the Guards until the puzzle is completed.

There are three venom resources to collect in this puzzle. Each Glacial Worm drops a venom resource (yellow cube), and each Glacial Worm may only be battled one time. If either Guard should fall at any point, the puzzle is lost. If either track reaches 0, the puzzle is lost because the Tumani perished.

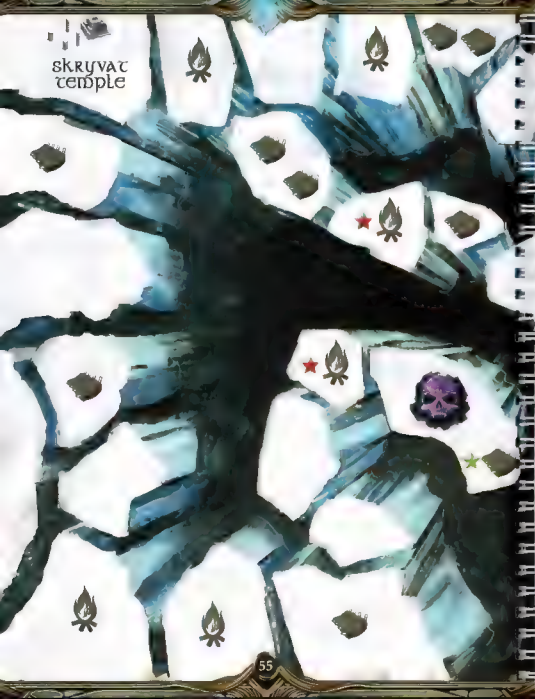
To complete the puzzle (win): Collect all three venom resources and bring them back to the "Skyrvat Temple" space. While attempting this puzzle you should attempt to keep both resource tracks as high as possible. The amount of resources remaining will determine the number of survivors. The number of survivors will determine the path of the narrative in future scenes. It is possible to complete the puzzle with no Tumani perishing.

Calculating the Tumani survivors:

After the puzzle has been completed, note the values of both resource tracks. Add the two values together and divide by 2 (round up if necessary). This is the number of surviving Tumani.

Record that number here: [redacted]

Once puzzle is completed:
Proceed to page 57, and read Chapter 3:10.



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

Chapter 3:10 Frozen Wastes: Room of Columns - Yana

By the time you return to the temple with medicine for Maht, it is too late.

"She's stopped breathing," Cephas warns.

"Pavel, quickly!" you shout.

Pavel kneels down and carefully places a few drops of the Glacial Worm's venom into her mouth. "Maht," he says, "Maht, please wake up."

You close your eyes and concentrate, channeling the power of the stone. You reach out with your mind, conjuring an image of air blowing in and out of the woman's lungs, but nothing happens.

"We're too late," Pavel says.

"No. Wait." Cephas carefully removes a small wooden chest from a crack in the wall, the same one he recovered from the raiders' ship. He opens it, revealing a small blue stone.

"A speaking stone," you gasp.

Cephas turns the chest upside down and drops the stone into his hand. He closes his eyes and places a hand over Maht's forehead. Immediately, a surge of blue energy passes through his arm and into her body. Maht trembles violently and then bursts upright, gasping for breath. Exhausted, Cephas collapses to the floor.

"Lend him!" Maht commands. You help prop Cephas against the wall and raise a glass of water to his lips. He sips it slowly, gradually coming to his senses.

"When I was captured by the raiders," he explains, "the stone called to me. I tried to block out the Voice. I thought if I gave into the stone, that it would take control—that I wouldn't be myself anymore. Does that make sense?"

Maht nods approvingly. "Healer's gift is great power," she says. "Others need you now."

Cephas nods dutifully. He takes the Glacial Worm's venom and begins treating the others.

Maht's face turns grim. "In death, I receive vision. Kulak will succumb to Tenebris. Mount Nebesa is place of great power. If he take dark energy within, will become incorruptible."

"There are four of us now," Pavel reminds her. "Four Stonebound. I wouldn't count us out just yet."

"I rest," Maht says, "Not let me sleep long. Time is short. Before tomorrow done, we must retake village. Must stop Kulak from reaching Nebesa."

Place a narrative chip on Frozen Wastes: Uchitel Span.

Begin exploration phase.

Upon arrival at Frozen Wastes: Uchitel Span, proceed to page 58, and read Chapter 3:11.

Chapter 3:11 Frozen Wastes: Uchitel Span - Pavel

Though grateful to be alive, your Tumani companions are not in high spirits. Few believe that you stand a chance against Kulak, but they know they must at least try to retake their village.

"Does it seem strange to you?" Yana asks.

"Does what seem strange?" you answer.

"The Voice has sent us all over Isofar—from the north to the south and back again—but Catherine and Yury were *already here*. Couldn't they have cleansed the mountain?"

You nod grimly. "Every day, our journey leads us down unexpected paths. Who knows how all they weave together? There must be something more at work here. Something beyond our understanding. I can't help but feel that we are being tested, or perhaps prepared for some even greater challenge."

"Then everything is preordained?" Yana asks. "We met Cephas at exactly the moment we needed to so that he could become Stonebound and save Maht's life?"

"I don't know," you admit. "The Voice does not require our understanding. Only our obedience." Though you speak with confidence, the truth is that even you have had your share of doubts. The moment you think you have some understanding of the Voice's plan, things are suddenly turned upside down again.

"Quiet!" Maht hisses. "Everyone down!"

Immediately, everyone in the group drops to their hands and knees. The bridge up ahead has been secured by Kulak's forces. They haven't spotted you yet.

Maht shakes her head. "Too many."

"No more than we can handle," you say.

"Yes." Maht admits. "Victory possible, but what cost? Many die both sides. Or, we avoid fight."

"How?" Yana asks.

"Go through Broken Lands."

"The Broken Lands are every bit as dangerous," Cephas reminds her. "The ice is treacherous. We can tread lightly, but it will slow us down, and there's still a good chance we'll lose people anyway."

"We can't afford to lose any more of our fighters," Yana says. "Our numbers have already dwindled, but we must decide quickly."

Choose a path.

A. Take the Bridge.

Proceed to page 59, and read Chapter 3.12.

B. Go through the Broken Lands.

Proceed to page 60, and read Chapter 3·13.

Chapter 3:12 Frozen Wastes: Uchitel Span - Yana

"We don't have any time to waste," Pavel says. "This is the shortest route to the village."

Cephas nods grimly. "Then let's get this over with."

Nothing but a blanket of white snow stands between you and the bridge, so Kulak's forces see you coming. Fortunately, their first volley misses the mark. Before they can release another volley, you are upon them.

Battle Event

Place a '3 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Tumani Raider' and AI deck on an enemy dashboard in slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 3:12: Victory* below.

Chapter 3:12 - Victory

You manage to clear the bridge, but two of Maht's followers are killed.

The old woman whispers a quick blessing over each of the bodies—not just her allies but her enemies as well.

"All Tumani," she explains.

"We need to hurry," Cephas reminds her. "There will be time later to mourn the dead, but only if we win."

Subtract 2 survivors from the total on page 54.

Place a narrative chip on Frozen Wastes: Tumani Village.

Begin exploration phase.

Upon arrival at Frozen Wastes: Tumani Village, reference the amount of survivors you have on page 54.

1. If you had 1-10 survivors, proceed to page 61, and read Chapter 3:14.

2. If you had 11-15 survivors, proceed to page 62, and read Chapter 3:15.

3. If you had 16-20 survivors, proceed to page 63, and read Chapter 3:16.

Chapter 3:13 Frozen Wastes: The Broken Lands - Yana

Maht shakes her head. "Avoid battle," she says. "Not for our sake alone, also theirs! Still my people. Only kill when necessary."

"I understand," Pavel says. "I only hope we can still make it in time."

Maht and Cephas take the lead as you cross the Broken Lands, pointing out spots where the ice is especially thin.

"If the ice breaks, don't panic," Cephas explains. "If you fall in, turn back the way you came. The ice will be stronger behind you. If you manage to pull yourself out, lay flat on your belly. If you stand up, the ice might—"

Even before Cephas has finished his instructions, the ice cracks beneath you and you slip into the water. Staying calm is easier said than done; the freezing cold sends a shock through your system. You frantically kick your legs and grab hold of the ice in front of you.

"Yana!" Pavel shouts. He drops his hammer and races toward you. As he does so, the ice cracks again and he falls into the water beside you.

Stay calm!" Cephas reminds you. "Don't panic."

Pavel puts a hand on your shoulder. Suddenly, the pain—even the shock and panic—of being immersed in the ice-cold water subsides. Pavel glows faintly, and he grits his teeth. He has absorbed all of your pain into his own body.

Add 3 Freeze Chips to Pavel's bag.

You turn around and carefully pull yourself back up, sliding onto the ice. Maht and Cephas grab your hands, pulling you back toward them. Pavel follows suit, but then something seems to grab hold of him, tugging him back into the water.

"Pavel!" you shout, but your companion is gone. After a few moments, the ice cracks again—this time behind you. A Glacial Worm surfaces. It snaps its jaw as Pavel clings for dear life, punching it with his bare hands.

Battle Event

Place a '4 Star - Glacial Worm' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:13 - Victory* below.

Chapter 3:13 - Victory

The glacial worm shrieks in pain, disappearing back into the depths beneath the ice.

Maht and Cephas approach you with warm furs, but you close your eyes and summon a radiating warmth that floods your entire body. You grab hold of Pavel and the warmth extends to him, even going so far as to dry your clothes.

"For the record," you say, breathing heavily from the exertion, "this was a terrible idea." The others laugh, and you can't help but smile—grateful, at least, to still be alive.

As you continue your journey to the Tumani village, you encounter none of Kulak's forces. Apparently, they didn't think you'd be crazy enough to pass through the Broken Lands.

Remove all Freeze Chips from both of the Guards' bags. Place a narrative chip on Frozen Wastes: Tumani Village.

Begin exploration phase.

Upon arrival at Frozen Wastes: Tumani Village, reference the amount of survivors you had at the end of the "The Broken Lands - Mini-Game" on pages 55-56.

1. If you had 1-10 survivors, proceed to page 61, and read Chapter 3:14.

2. If you had 11-15 survivors, proceed to page 62, and read Chapter 3:15.

3. If you had 16-20 survivors, proceed to page 63, and read Chapter 3:16.

Chapter 3:14 Frozen Wastes: Tumani Village - Pavel

"Intruders!" a child cries out as you approach the village. He races from home-to-home, loudly shouting something in Tumani. As you enter the village's center, men and women pour out of their homes, armed with bows and spears. Your small group is immediately surrounded -and vastly outnumbered.

Maht steps forward, trying her best to sound bold. "Where is Kulak?" she demands.

"He has gone to mountain," one of the villagers explains. "He will sacrifice himself to receive Vual's power. Vual will walk among us, and Kulak will serve as vessel. We will live and die by his command."

"Let us pass," Maht says. "I would speak with him."

A few of the archers ready their bows. Other Tumani press forward with their spears, ready to strike.

"There is no need for this," you say. "If Kulak has the blessing of Vual, and Vual is your true god, then what hope do we have to stand against him? Let us pass. We will face Vual's judgment. Or, if Maht is telling the truth, and you have all been deceived, we will have a chance to set things right."

A few of the Tumani villagers hesitate as they consider your words, but too many are already itching for a fight. A young man raises his spear into the air and shouts, "They want us to forget our ways! They want us to forget our god! Kill them!"

Unarmed villagers and children flee to their homes, while the remaining group of warriors charge toward you.

Battle Event

Place a '3 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '3 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot III of the battlefield. Place a '3 Star - Tumani Mender' and AI deck on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:14 - Victory*.

Chapter 3:14 - Victory

The battle is long and bloody, but in the end, those who followed Kulak lie dead in the snow. The remaining Tumani return and throw themselves at Maht's feet, begging for mercy.

"Rise, brothers. Sisters." Maht tells them. "No harm will come. Much to say, but first Kulak."

Looking up, you see dark clouds gathering over Mount Nebesa. Massive thunderheads collide and swirl around each other, while flashes of lightning dance around the mountaintop. Deep peals of thunder roll down the mountain and echo throughout the valley.

"It has begun," Maht warns. "Kulak absorbs Nebesa."

A few of the captured Tumani cheer, believing that their god has revealed himself. "Vual! Vual! Vual!" they chant.

"Any may come," Maht announces. "See what Kulak becomes. You will see truth of Vual."

"Is that really a good idea?" you ask.

"I put hope in Tumani," Maht answers. "They will see truth. Then believe."

Place a narrative chip on Frozen Wastes: Reka Glacier.

Begin exploration phase.

Upon arrival at Frozen Wastes: Reka Glacier, proceed to page 64, and read Chapter 3:17.

Chapter 3:15 Frozen Wastes: Tumani Village - Pavel

"Intruders!" a child cries out as you approach the village. He races from home to-home, loudly shouting something in Tumani. As you enter the village's center, men and women pour out of their homes, some armed with bows and spears.

"Where is Kulak?" Maht demands.

"He has gone to mountain," one of the villagers explains. "He will sacrifice himself to receive Vual's power. Vual will walk among us, and Kulak will serve as vessel. We will live and die by his command."

"Let us pass," Maht says. "I would speak with him."

Someone nocks an arrow, another readies a spear.

"There is no need for this," you say. "If Kulak has the blessing of Vual, and Vual is your true god, then what hope do we have to stand against him? Let us pass. We will face Vual's judgment. Or, if Maht is telling the truth, and you have all been deceived, we will have a chance to set things right."

A few of the villagers begin to wander off, some leading children back to their homes. You feel the tension begin to release when a young man raises his spear into the air and shouts, "They want us to forget our ways! They want us to forget our god! Kill them!"

Most of the Tumani scatter, but the few who remain charge right at you.

Battle Event

Place a '3 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:15 - Victory*.

Chapter 3:15 - Victory

The battle is quick and heartbreaking. Young lives cut short for no good reason. The remaining Tumani return and throw themselves at Maht's feet, begging for mercy.

"Rise, brothers. Sisters." Maht tells them. "No harm will come. Much to say, but first Kulak."

Looking up, you see dark clouds gathering over Mount Nebesa. Massive thunderheads collide and swirl around each other, while flashes of lightning dance around the mountaintop. Deep peals of thunder roll down the mountain and echo throughout the valley.

"It has begun," Maht warns. "Kulak absorbs Nebesa."

A few of the captured Tumani cheer, believing that their god has revealed himself. "Vual! Vual! Vual!" they chant.

"Any may come," Maht announces. "See what Kulak becomes. You will see truth of Vual."

"Is that really a good idea?" you ask.

"I put hope in Tumani," Maht answers. "They will see truth. Then believe."

Place a narrative chip on Frozen Wastes: Reka Glacier.

Begin exploration phase.

Upon arrival at Frozen Wastes: Reka Glacier, proceed to page 64, and read Chapter 3:17.

Chapter 3:16 Frozen Wastes: Tumani Village - Pavel

As you enter the village's center, men and women fearfully duck into their homes. Realizing they are outnumbered, the handful of Tumani who stand watch immediately throw down their weapons and kneel at Maht's feet.

Rise, brothers. Sisters." Maht tells them. "Where is Kulak?"

"He has gone to the mountain," one of them explains. "He claims Vual will walk among us, and Kulak will serve as his vessel. If it is true, if Kulak is to become a god, surely we must live and die by his command?

Maht addresses herself to the entire village. "Tumani hear me! Do not be afraid. Many of the villagers cautiously step forward or poke their heads out from their homes, curious to see what Maht might have to say. "Come, brothers and sisters! No harm." More villagers gather until there is a small crowd around Maht.

"Kulak say Vua, is true power, power he will take." Maht says, clenching her fists. "Kulak is deceived. I will prove this."

Suddenly, dark clouds gather over Mount Nebesa. Massive thunderheads collide and swirl around each other, white flashes of lightning dance around the mountaintop. Deep peals of thunder roll down the mountain and echo throughout the valley.

"It has begun," Maht warns. "Kulak absorbs Nebesa."

A few of the captured Tumani cheer, believing that their god has revealed himself. "Vual! Vual! Vual!" they chant.

"Any may come," Maht announces. "See what Kulak becomes. You will see truth of Vua."

"Is that really a good idea?" you ask.

"I put hope in Tumani," Maht answers. "They will see truth. Then believe."

Place a narrative chip on Frozen Wastes: Reka Glacier.

Begin exploration phase.

Upon arrival at Frozen Wastes: Reka Glacier, proceed to page 64, and read Chapter 3:17.

Chapter 3:17 Frozen Wastes: Reka Glacier - Yana

As you cross the glacier, blackened snow begins to fall. It fills the air, growing so thick that it's difficult to see further than a few feet in front of you. The wind whips through your hair, and steals the breath out of your lungs.

Keep together!" Pavel shouts. "Stay alert!"

A few of the Tumani villagers who came with you become frightened and turn back.

"Come back!" Pavel shouts after them, but they disappear in the snow.

In the distance, one of the Tumani screams, and another cries for help. You follow the sound of their voices until you reach them. A woman is cradling her arm, blood dripping onto the snow from a ragged gash. Then you hear a low growl - first from in front of you and then from behind.

"We're surrounded," you warn the others.

Suddenly, two of the corrupted dogs lunge out of the snow, snapping their jaws.

Battle Event

Place a '4 Star - Dusk Stalker' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:17 - Victory* below.

Chapter 3:17 - Victory

Cephas approaches the injured woman and gestures for her to hold her arm out. She winces in pain as she stretches her arm out. Cephas holds out his speaking stone and closes his eyes. A faint light surrounds the woman's wounds as her flesh stitches itself back together.

"We must hurry," Maht warns. "Dogs sent to slow us. Kulak is real threat. Every moment, he grows stronger!"

Place a narrative chip on Frozen Wastes: Mount Nebasa.

Begin exploration phase.

Upon arrival at Frozen Wastes: Mount Nebasa, proceed to page 65, and read Chapter 3:18.

Chapter 3:18 Frozen Wastes: Mount Nebesa - Pavel

As you ascend Nebesa, the storm intensifies, forcing your group to huddle together or risk being blown off the mountain.

"Yana!" you shout. "Have everyone link arms! We have to stay together!"

Each step forward takes an incredible effort, but slowly and steadily, you press onward toward the mountain peak.

Then, without warning, the storm clears. The change is so abrupt that you nearly lose your balance. The clouds hanging overhead dissipate, allowing the sun to break through and light the path ahead of you.

"Something has happened," Yana says. "His power is weakening."

Mahi shakes her head bitterly. "Kulak no more. Only .e'webris.

When you reach the peak, the creature you find there is no longer recognizable as Kulak. Five red eyes stare down at you, beneath a crown of horns that has sprouted from his head. He hovers over you, dark energy from the mountain seeping into his body and hoiding him aloft.

"Bow," he commands you. When you do not respond, he sprays fire from his mouth, leaving a black scar in the snow in front of you.

"Bow!" he repeats. "Bow before your god, Vual."

A few of the Tumani fall to their knees. "Vual be praised!"

Kulak extends his hand to one of the worshipers and pulls. The man doesn't even have time to scream as his soul is ripped from his body and consumed by Kulak. The other worshippers scatter.

"Kulak, please," you say. "If there is any part of you that's still human, let us help you. Let us expel the corruption before it consumes you entirely."

"Waste of breath," Mahi warns. "Too far gone." She tightens her grip on her spear and closes her eyes in concentration. Her weapon starts to glow—dimly at first, but then brighter and brighter until it's brighter than the sun.

The corrupted Kulak flies toward her with a loud, angry shriek.

Battle Event

Place 'Boss Corrupted Kulak' and AI deck on an enemy dashboard in slot 1 of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 3-18 Victory* below

Spirit Boss Challenge C4 2 now unlocked!

Chapter 3:18 - Victory

Kulak staggers back, weakened by the combined assault of four Stonebound. Mahi launches her spear. As it soars through the air, Yana raises her staff, and the projectile bursts into flame. It strikes Kulak in the chest, and he shrieks in pain. The fire burns him from the inside out, reducing him to a cloud of ash. As the smoke clears, the mountain begins to change. The sun brightens and the light is nearly blinding as it reflects off the white snow all around you. Even the air, which had been stale and putrid, is suddenly easier to breathe. Your heart swells as a sense of deep, inner calm sweeps over you. In your mind, you hear the Voice confirm what you know to be true, Mount Nebesa has been cleansed.

Place a narrative chip on Frozen Wastes: Tumani Village.

Begin exploration phase.

Upon arrival at Frozen Wastes: Tumani Village, proceed to page 67, and read Chapter 3:19.

Chapter 3:19 Frozen Wastes: Tumani Village - Yana

The villagers pour out of their homes, forming a circle around you. The Tumani who witnessed the events on the mountain describe Kulak's transformation in their own language. With Kulak gone and the mountain cleansed many of the others finally seem willing to accept the truth.

"Our forces are gathering at Fort Istra," Pavel says. "We would be honored if you would join us there."

Many of the Tumani eagerly volunteer, but Maht shakes her head. "Voice has spoken," she explains. "I am needed here. My people see clear, what some guessed. Vual is lie. Truth is bitter, cold as ice. I will guide them. Help them find who they are. What means to be Tumani."

You wrap your arms around Maht, pulling her into an embrace.

"Safe journey," she tells you.

You turn to Cephas. "War is coming," you remind him. "In the days and weeks ahead, there are many who will require a healer. Will you join us?"

Cephas smiles grimly. "Who else is going to patch you up when the two of you get into trouble?"

"We should be on our way," Pavel says. "We still have a long road ahead of us."

END OF CHAPTER 3

Exploration Phase now uses Enemy Index Chapter 4.
See page 13 in the Enemy Index Book.

A new Caravan Quest is available!

Move the Caravan Chip to Node 92. Caravan Quest 3 is now available. **See page 150 in the Quests book.**

New Side Quests are available!

Additional Side Quests are now available for Chapter 4.
See page 80 in the Quests Book.

Place a narrative chip on Fort Istra: Training Yard (Mini-Map).

Begin exploration phase.

Upon arrival at Fort Istra: Training Yard, proceed to page 69, and read Chapter 4:1.

Chapter 4

Chapter 4:1 Fort Istra: Training Yard - Pavel

You're tired. After the long journey south, the weariness and ache that started in your feet has slowly migrated upwards to your knees and back. The sight of the fort brings a smile to your face. Perhaps now you can finally rest after you check in with Dunamis.

As you approach the training yard, Kellen spots your group and steps away from his lessons.

"Welcome back," he says. "It looks like you've brought us some new recruits."

"Yes." you chuckle. "It's a long story. One I'll gladly tell you over a hot meal, but right now we're looking for Dunamis. Have you seen him?"

"I believe he was spotted near the old bridge at the south end of the fort. If you'd like, I can settle in these new recruits."

"That would be wonderful, Kellen," Yana says.

"I guess this is where we part ways," Yana tells Cephas. The two embrace. Then, Cephas shakes your hand.

"Do me a favor," he says. "Stay alive. Both of you."

"We will see each other again before all is said and done," you tell him. "Of that, I am certain."

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Five!**

Move the Guards to Fort Istra: South Bridge. Proceed to page 70, and read Chapter 4:2.

Chapter 4:2 Fort Istra: South Bridge - Pavel

"Welcome back," Dunamis says as you approach.

You'd almost forgotten how alarming Dunamis appearance is. He stands on the edge of a ruined bridge. A few rotted wooden beams are all that's left of the bridge that once connected Isofar and Falmund. In the distance, you can see where the bridge once connected to the other side.

"The seals have been weakened," Dunamis tells you. "The Tower is vulnerable. It lies on the other side of this rift."

"But how will we cross?" Yana asks.

"The old bridge must be rebuilt."

You stare up at him in disbelief. "Do we have engineers or builders knowledgeable in such things? Such a task would take months. Why build a bridge, when there is already one built near Razdor?"

"That bridge is well guarded by Fort Murus," Dunamis answers. "We need a new way to enter Falmund if you are to remain undetected. Falmund must not learn of the Tower. It has been hidden for many years. Now that the seals have been broken, anyone who has eyes to see can find it."

"How are we to build this bridge?" Yana asks.

"It will not be so hard as you imagine. There is one with the knowledge we require. Her name is Zelika, and you will find her in Razdor, but you must hurry. She needs our help."

You feel impatience and anger growing within you. For a moment, it almost seemed as if you were nearing the end of your journey, but it's always two steps forward, one step back.

"We will find her," you say, "and we will bring her here just as you have asked."

Dunamis nods respectfully, then departs.

"Please tell me this is some kind of elaborate joke," Yana complains.

"If it's a joke, we are the butt of it."

"So onwards to Razdor?"

You sigh. "I guess it'll be nice to see the old stomping grounds."

Place a narrative chip on Razdor: Slums (Mini Map).

Begin exploration phase.

Upon arrival at Razdor. Slums, proceed to page 71, and read Chapter 4:3.

Chapter 4:3 Razdor: Slums - Yana

Razdor has changed since your last visit. There are very few people out on the streets. The few civilians you encounter scurry down alleyways or hide in the shadows as you pass.

Soldiers have rounded up a group of civilians and are marching them through the slums. One of these prisoners drops to his knees. "Please," he begs. "I haven't done anything wrong. It's my neighbor—he's the one you should be investigating. He spreads lies about the rest of us to save himself, but he's more disloyal than anyone, I swear!"

A soldier cracks the man hard in the head with the blunt of his sword. The prisoner falls to the ground, blood pooling beneath him. The soldier nudges his body with the tip of his boot, but it's clear that the man is dead. The others press on as if nothing has happened, each carefully stepping over the corpse.

"You have to help me," a voice whispers from behind you. You turn, discovering a woman crouched in the shadows. "Everyone in the city has gone mad. The soldiers are arresting people for no reason. I've been hiding in the slums for weeks, but it isn't safe here. It isn't safe anywhere. I have to get out of Razdor."

"What's your name?" you ask her.

"Zelika," she says.

"I, you... well..." Pavel fumbles his words. He's trying not to sound ridiculous. "Do you know anything about bridges?"

The woman's eyes widen fearfully and she takes a step back. She seems suddenly uncertain of your intentions. "You're with them, aren't you?" she says. "P-please, I made a mistake. I'm loyal—I'm loyal!"

"Answer the question," you insist. "We're here to help."

"I'm...I'm an engineer," she explains. "I've built hundreds of bridges throughout Isofar. The King himself has utilized my services. He would be quite angry if any harm were to come to me."

A group of soldiers round the corner, and you take the woman's hand. You close your eyes and concentrate, resting your other hand on Pavel's shoulder. The three of you slowly turn invisible. The soldiers pass by without so much as glancing in your direction.

Zelika's breathing becomes fast and shallow. She tries to speak, but can't get out the words. "I—I—"

"Stay calm," you tell her. "They can't see us, but they can still hear you breathing. I can get you out of here, but you're going to have to trust me."

Place a narrative chip on Fort Istra: South Bridge (Mini-Map).

Begin exploration phase.

Upon arrival at Fort Istra: South Bridge, proceed to page 72, and read Chapter 4:4.

Chapter 4:4 Fort Istra: South Bridge - Pavel

When Zelika sees the bridge, she laughs. "This? This is what you want me to repair?"

"Yes," Yana answers. "Tell us what you need, and we will begin gathering supplies."

The engineer shakes her head. "No, this is insane. You're completely insane." She grabs Yana by the shoulders. "You have amazing powers. You could help more people in Razdor. Didn't you see how bad it was, how much the people there are suffering? Surely, that is a better use of your time?"

Yana clasps the woman's hands. "Things are bad everywhere. Believe it or not, this is our best chance at setting things right. We must repair that bridge."

"There's no time," Zelika insists. "You could bring me a thousand laborers, and there still wouldn't be enough time."

"Focus," you tell her. "For a moment, put those concerns aside. If time were not an issue, what would you need?"

She considers this. "Well, some rope to start with, but mostly lumber. And metal—iron ore, scraps, whatever you could spare."

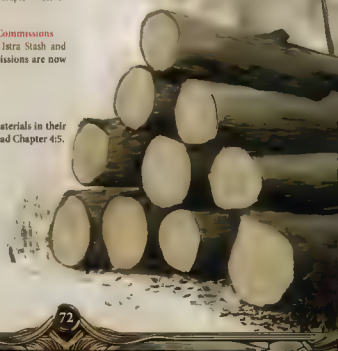
Stonebound have returned from their Commissions

Record gathered materials in the Fort Istra Stash and remove all cubes from the map. **Commissions are now complete for this Campaign.**

Begin exploration phase.

Once the Guards have the following materials in their satchel slots, proceed to page 73, and read Chapter 4:5.

4x Cedar (Harvesting)
4x Ancient Oak (Harvesting)
4 Iron Ore (Mining)



Chapter 4:5 Fort Istra: South Bridge - Yana

When you return with the supplies, Zelika hands you a scroll. You unfurl it, discovering detailed plans for the bridge's reconstruction.

"I don't know why I bothered," Zelika admits, "except for the fact that I was bored to tears while you two were gone." She smiles. "Although, now that I've met your friend over there, I'm starting to think that anything is possible."

Dunamis emerges from the fort. He smiles down at the woman. "Are the plans ready?"

She nods, and Dunamis takes the scroll, studying it carefully. "Beautiful," he says. "I would never have considered such a design. Will you take my hand?"

They join hands and close their eyes. Dunamis glows with a dazzling light that nearly blinds you. Then, to your surprise, he recites a poem. As he speaks, the supplies you have gathered float through the air, and the bridge slowly assembles itself.

Without weight or burden, rise.
Like a stitch in the wound
Cover this earthly scar
The seasons change, but
For you they hold no power
You bow to no king
Though armies march upon your back,
You do not bend or break.
As stubborn as a stone
Hold this form and be content.

After this great effort, even Dunamis seems tired, but he glances down at you and smiles wearily. "It is done."

Zelika can scarcely believe her eyes. She races out onto the bridge, fully trusting it to support her weight.

"It's... it's incredible," she says.

Dunamis turns to you. "Go now. The final battle is nearly upon us. Our fate is in your hands."

The conclusion of Campaign 4 is at the end of the next narrative sequence. If you wish to complete any side quests or content from Campaign 4, do so before proceeding to the next page.

Place a narrative chip on Node 108.

Begin exploration phase

Upon arrival at Node 108, proceed to page 75, and read Chapter 4:6.

Chapter 4:6 Falmund: Falmyr Forest - Pavel

You make haste across the bridge. As remarkable as the structure is, there is little time to stop and admire its crafts manship.

What do you think awaits us in the tower?" Yana asks. "Dunamis told us very little."

"The source of corruption," you answer without hesitation. "The heart of Tenebris. Or, at the very least, one of its most powerful manifestations."

Yana seems surprised by this. "And we are to face it alone? What of the other Stonehound?"

"Dunamis said it himself," you remind her. "He said, 'our fate is in your hands.' It's up to us, and us alone."

When you first set foot on sovereign Falmundian soil, it feels strange. It's as if an invisible gloom has spread through the air around you.

"Something isn't right," you warn Yana.

"Then we must be going in the right direction," she reminds you. "Something-not-right is exactly what we're looking for."

As you make your way down the overgrown path, you spot smoke in the distance. You approach cautiously, using the trees as cover, and spot a camp filled with Stonehunters and Falmundian soldiers.

Beyond, the tower is visible, but it's surrounded by a wall of soupy fog.

You growl with frustration. "How did they get here so quickly?"

"They must have seen the tower," Yana says. "Now that it's so close, it's not so hard to miss. There's no way to avoid them. We'll have to fight our way through."

You smile. "I thought I was the one always thinking with my fists?"

"They're Falmundian soldiers," she reminds you. "We're Isofurian Guard trespassing on their territory. They're not likely to welcome us with open arms."

You consider this. "Why not? We have something they want."

Yana raises an eyebrow. "We do?"

"We have the power to destroy whatever evil lurks in that tower. Whatever it is, it is certain to be a danger unlike any they've ever faced. Against such a threat, an alliance is possible."

Choose a path:

A. Fight your way through.

Proceed to page 76, and read Chapter 4:7

B. Try to form an alliance

Proceed to page 77, and read Chapter 4:8

Chapter 4:7 Falmund: Falmyr Forest - Yana

You charge forward, taking the enemy by surprise. You manage to kill a few of the soldiers before the rest of the camp even realizes that you're there, but soon enough the Falmundians rally and mount a defense.

Battle Event

Place a 3 Star "Stonehunter" and AI deck on an enemy dashboard in slot I of the battlefield. Place a 3 Star "Falmund Scout" and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:7 - Victory* below.

Chapter 4:7 - Victory

When the last of the Stonehunters is slain, you search through their camp. There is rope tied between two trees where they've hung their clothes out to dry. Animal skins of the small game they've hunted have been stretched out on hastily-constructed racks. They've even dug a latrine.

"They've been here for quite some time," Pavel surmises.

You nod in agreement. In one of the tents, you find a small scroll bearing King Joram's seal. The message inside is short and to-the-point:

Tell no one of your mission. Find the source of the disturbance. If possible, harness its power. Otherwise, destroy it.

"King Joram knows of the tower," you conclude, "and he fears it."

Pavel nods grimly. "As well he should. But he was foolish to think that Tenebris might somehow be turned to his advantage."

You glance up at him. "Pavel, if we don't survive this, there's something I think you should know."

He places a hand on your shoulder. "We'll have time. You can tell me later. For now, we should make our way to the tower."

Move the Guards to Node 109. Proceed to page 78, and read Chapter 4:9.

Chapter 4:8 Falmund: Falmyr Forest - Yana

You enter the Falmundian camp. The soldiers gather around you, curious as you approach, but they don't attack. Their eyes are filled with terror, but something else as well. You're not sure if it's pity or contempt on their face.

"Are you the one?" one of them asks.

We seek the evil that resides in the tower and expel it. We're here to destroy it."

The Falmund soldiers exchange worried looks. The kid on top of the tower seems to have unnerved them. One of the soldiers steps forward. "I am Titus," he says. "As we've told, keep watch while a few others investigated the tower. Most of the soldiers who went in there didn't come back. The ones who did... they weren't the same."

He trails off, eyes fixed on Pavel's corpse. "What's this?"

Titus asks. "Are you one of them?"

"More than our fair share," you explain. "A corruption has spread across Isofar. It will spread through Falmund next if we don't destroy the tower."

The soldier laughs.

"Is something funny?" Pavel demands.

"No offense, sir," he says to Pavel. "Titus says that there are only two of you. We sent a dozen to the tower, and these were well-trained soldiers."

You raise your staff and close your eyes. A fireball forms in the air above you. At first, it is barely more than a spark, but then it blooms into an enormous flame. The Falmundians take a few steps back, awed by your powers.

"We are Stonebound," Pavel explains. "We do not fight for Isofar's cause, but for all of Tehos."

As the flame dies down, Titus considers this. "We will go to the tower together, and put an end to this. When we are done, you will return to Isofar, and tell no one that we helped you."

You nod respectfully. "We would be honored to fight at your side."

One of the other Falmundian soldiers throws up her hands in exasperation. "You can't be serious!"

"Cassia," Titus snaps. "Calm yourself."

"They're Isofarian invaders," Cassia snaps back. "They're not here to help us. There is a strange energy radiating from that tower. If they could harness it, our army would be powerless against them. If General Leander were here—"

"General Leander is dead," Titus reminds her, "and I am in command."

Cassia bows her head, shamed by her commander's rebuke. It storms toward us. Most soldiers might attack on sight, until the tower is cleansed. Not that you will return to your own country. Honor, those terms, and I swear on my life that my soldiers will do the same."

You nod your head respectfully. "Then it is agreed."

"The tower is protected by a strange mist," Titus explains. "Anyone who touches it is transformed into one of those things. The mist converges upon its victim, focusing its attack. I believe that at this moment, there is a brief window of opportunity. While the mist is occupied with one soldier, another can break through."

Pavel shakes his head. "A human sacrifice," he muses. "Not an ideal strategy, I admit. Perhaps you'll help us find a better way."

Move the Guards to Node 109. Proceed to page 79, and read Chapter 4:10.

Chapter 4:9 Forgotten Tower - Pavel

As you approach, you notice something strange caught in the dark mists swirling around the tower. It has become so entangled that it takes a few moments for you to even recognize it as a body. Its head and limbs have swelled to an almost impossible size, and a crown of jagged, yellowish teeth has formed around its head, like the spikes of a flower. The corpse is covered in gashes, as if the body had been cut to ribbons by a dozen swords.

Though its clothes have been torn to shreds, the corpse clearly wears the uniform of a Falmundian soldier.

Look at the colors," you point out.

Yana squints. "Violet? Did the Falmundians kill one of their own?"

The corpse reminds you of a leaf caught in a storm. As you watch it float through the air, you become suddenly nauseous.

Yana steps forward and plunges her hand into the dark mist. She immediately retracts it. Over the skin of her hand sizzles like a dab of meat pecked from a boiling pot pan.

Even after seeing her misery, there is something enticing about the mist, something that pulls you in. Suddenly, the voice comes to you, filling your mind with a vision of Yana. Together. You take Yana's hand in yours and step forward, passing through the mist. As you do so, your stones glow brightly, forming a shield around you. Despite the protection they offer, you do not pass through the barrier unscathed.

Pavel and Yana each lose 5 HP.

Move the Guards to Forgotten Tower: Defiance (Mini-Map). Proceed to page 80, and read Chapter 4:11.

Chapter 4:10 Forgotten Tower - Pavel

As you approach, you feel inexplicably drawn toward the dark mists swirling slowly around the tower. You step forward, ready to enter the fog, but something holds you back. The Voice cries out to you, warning of danger.

You turn to Titus. "Wait here. You were right. Anyone who passes through the mist will be corrupted. The darkness is more than any could bear."

"What about you?" Titus demands.

"We are Stonebound," you remind him. "I believe there is a chance we can pass through safely. We have to try. If we do not survive, send a message to Fort Istra. Warn Dunamis of our fate. Whatever happens, do not attempt to enter the tower on your own."

No longer able to contain herself, Cassia's face flashes red with anger, and she pushes her way through the ranks. "Commander, you can't seriously be taking their word for this. Isn't it obvious? They hope to discover the secrets of the tower for themselves."

"You're out of line, soldier," Titus snaps, but Cassia has already drawn her sword.

Battle Event

Place a '3 Star - Stonehunter' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:10 - Victory* below.

Chapter 4:10 - Victory

Humiliated by her defeat, Cassia breaks into a run, deserting her comrades.

"Cassia!" Titus shouts, but she has already vanished amongst the trees. Titus turns to his men. "Find her!" The soldiers spread out into the woods.

Their commander's face turns grim. "I have been disgraced," Titus says. "I gave you my word that we would honor our agreement. Cassia has betrayed that trust."

It wasn't your fault," Yana assures him.

"It makes no difference," he explains. "The shame is now mine to bear. Whatever evil lurking in that tower killed over a dozen Falmundun soldiers. I would have been one of them if my commander had not ordered me to stay behind." He takes a deep breath. "Stand ready. When the mists take me, you'll only have a few seconds to make your way into the tower."

"Wait," Yana says, reaching out her hand. "Don't—"

But it is too late. Titus steps forward, and the mist gathers around him like a swarm of flies converging on a carcass. Screams of agony fill your ears as his body is transformed. A thousand sharp fangs poke through the skin of his face like thorns from a vine. His eyes burn like hot coals, and he snaps his jaws viciously, snarling at you.

"Yana, hurry!" you shout. Grabbing her hand, you pull her towards the tower. Behind you, you hear a few of the Falmundun soldiers circle back to help their former commander, but he pounces on them, ripping into their flesh. Their screams are the last thing you hear as the tower doors slam shut behind you.

Move the Guards to Forgotten Tower: Defiance (Mini-Map). Proceed to page 80, and read Chapter 4:11.

Chapter 4:11 Forgotten Tower: Defiance - Yana

At first, the tower is completely dark. You can't determine the size or shape of the space you're in. The Voice calls out to you from beyond the darkness. "Step forward. Step into the light."

The Voice? No, it is deceptively similar, but something feels wrong. "Do not be afraid," it says, but you take little comfort in those words.

You take a tentative first step, and the darkness of the tower shatters. You shield your eyes from the burning bright light of the sun. When you uncover them, you find that you are standing in a lush green field. A majestic city stands before you. Streams of water flow from the city and water the fields beyond. As you imagine yourself in that city, all the tension and fear that's been building up inside of you seems to melt away. Your heart is filled with joy.

"The city of fate," your disembodied guide announces. Just then, the sky darkens as clouds gather overhead. You hear the low thrum of drums in the distance and turn to see an advancing army.

"The King wanted to control us—to herd us into our pens and lull us to sleep like docile clayhorns—but I showed them we could be so much more. Together, we had strength!"

Horns sound across the battlefield and the soldiers chant "death to the King" as they charge toward the city.

The scene changes, and you find yourself witnessing past events at a rapid pace. Unnamed tribes fighting over hunting grounds. A jealous brother creeping behind his sibling and cracking his head with a stone. A prince poisoning a goblet of wine. A queen on her deathbed. War after war after war—the flags are all different, but the battles feel the same. So many dead—incalculable grief and loss.

"No more," you mutter and then, louder this time, "No more!"

With a sudden jolt, you are pulled forward by an invisible force. Glancing behind you, you notice your own body drop to the floor, either dead or unconscious, as your spirit is propelled upward. You feel drowsy and numb, finding yourself to be strangely ambivalent about shedding your physical form.

With a second jolt, you are pulled forward at impossible speeds. Your spirit soars through the air, traveling a great distance in a matter of moments.

Move the Guards to Fort Strazh: Courtyard (Mini-Map). Proceed to page 81, and read Chapter 4:12.

Chapter 4:12 Fort Strazh: Courtyard - Pavel

Your spirit comes to a sudden halt above Fort Strazh. You notice Yana floating nearby. Her semi-transparent form shimmers with the full spectrum of colors as sunlight passes through it, like a rainbow after a storm.

An army of corrupted soldiers has gathered at the fort. From here, they look no larger than ants. You float down, passing through the fort's walls and discover Grigory and Alek inside. They are fighting an enormous monster. Somehow, though he is no longer recognizable as human, you know who it is.

"Akev," you whisper, and you find yourself suddenly wishing you could fight by Grigory and Alek's side. Your mind is flooded with images---snippets of memories torn from Akev's life. His happiness when his wife gave birth to Yury. Playing "hide and seek" with a toddler amongst the wildflowers on the edge of an old, marshy wood. Tears at his wife's funeral. A scared Yury, still only a child, cowering in the corner, fearful of his father's wrath.

As these images fade from your mind, you notice something strange. The corrupted Tenebris monster stares up at you. Unlike Grigory and Alek, it seems to know that you are there. It blinks once, and a spirit is unleashed from its body. The spirit takes the form of Akev as you remember him, just a man. He launches upward with a shriek, unsheathing a phantom sword.

Battle Event

Place 'Boss - Captain Akev' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:12 - Victory*.

Chapter 4:12 - Victory

Defeated, Akev's spirit loses strength, flickering like a candle caught against a strong wind. Below, the tide of the battle seems to be turning in Grigory and Alek's favor.

Sobered by his loss, your opponent is suddenly in a more reflective mood. He stares down at Grigory.

"I've hated that man since the first moment I laid eyes on him," he admits. "So sure of himself and his place in the world. Universally loved. Effortlessly promoted. In the end, he was more of a father than I was to Yury, my own son."

Akev's expression sours. His sorrow is interrupted by a surge of bitter rage. "I only sought what was rightfully mine. The sacrifices I made were not for nothing. I wielded unimaginable power. Legions swore their loyalty to *me*."

As Grigory delivers the death blow, slaying the Tenebris monster beneath you, Akev's spirit begins to fade. In his last moments, he takes a more somber tone.

"Tell Yury..." he says. "Tell him that I'm sorry."

As Akev's spirit vanishes, you are whisked back to the tower.

Move the Guards to Forgotten Tower: Defiance (Mini-Map). Proceed to page 82, and read Chapter 4:13.

Chapter 4:13 Forgotten Tower: Defiance - Yana

Your skin tingles as you are restored to your body. You find yourself back in the fields outside of Lux, but things have taken a turn for the worse. The earth beneath you is scorched. The field is barren and the trees have been set ablaze. The invading army is now miles ahead of you, the sounds of battle carried back by the wind.

A lone figure stands in front of you, their features obscured by a dark, hooded cloak. As he speaks, you realize it is the same voice that greeted you when you first entered the tower. The one almost identical to *the Vince*.

"This is when HE left us. Our King. Our God."

You offer the man a sympathetic, but puzzled, look. "When who left you? We don't understand."

The sky lights up as a frenzy of lightning bolts strike the ground, the thunder echoing like a drumbeat. The earth rumbles beneath you. In the distance, you hear a great groaning as Lux is shaken loose from its foundation. Incredibly, the entire city is lifted into the air. Those left on the ground below cry out in sorrow, begging not to be left behind.

"We are the forgotten," the hooded man explains. "The destitute."

Your spirits are again torn from your body as the image fades.

Move the Guards to Forgotten Tower: Depair (Mini-Map). Proceed to page 84, and read Chapter 4:14.

Chapter 4:14 Forgotten Tower: Despair - Pavel

As the city of Lux floats upward, you feel a profound sense of loss. Even when the Voice is silent, you've always felt a connection through your stones. Now, it's as if that connection has been severed. The Voice has abandoned you.

You are pulled up into the sky where you are afforded a bird's eye view of the land. You watch as the ground beneath Lux breaks apart and sinks into the earth. Great cracks radiate outward from the new basin, and the newly formed continents tremble and begin to shift apart.

Images flash in rapid succession as the entire history of Telios is revealed to you. An altar is built to a god with the face of a pig and the body of a man. People gather around it, bowing in worship for hundreds of years until they are slaughtered by invaders, and the statue is destroyed.

Gods rise and fall, as do nations. Those that at first seem eternal are wiped out by war or disease, vanishing in the blink of an eye and erased from history. Gradually, you become aware of a force operating behind the scenes. A darkness slowly manipulating these events for its own purposes; the darkness behind all of man's strivings.

The pace of history slows. You watch as Temnota chants a prayer to Uvidet, inviting the darkness to inhabit her body, infusing herself with the corrupting power of Tenebris. Day after day, she whispers into King Karst's ear until the King grows tired and confused, unable to resist her commands.

Move the Guards to Circle of Seers: The Circle (Mini-Map). Proceed to page 85, and read Chapter 4:15.

Chapter 4:15 Circle of Seers: The Circle - Yana

Your spirits are again whisked across Telios, and at the end of your journey, you find yourself face-to-face with three robed Overseers. They channel dark energy over a woman who appears to have slipped into a coma, her body thoroughly corrupted with Tenebris.

"Temnota," you whisper.

Seemingly out of nowhere, two warriors appear, attacking the Overseers. You recognize them immediately. "Catherine! Yury!"

"They cannot hear you," a voice says politely. You turn to see Temnota in her spirit form. She smiles.

"You've come a long way just to watch me die," she says. The genuine warmth and kindness in her voice takes you by surprise. As she speaks, Catherine and Yury continue to fight the Overseers, occasionally passing through you as if you were ghosts.

"Perhaps you've come for an explanation. The truth is, we felt we had no other choice. Our god abandoned us. People lost hope. They were so desperate for something to fill the void. Once we gave them purpose, they were willing to do anything we asked. The gods would not answer our prayers, so we became gods ourselves." She laughs. "You can pretend to be shocked, but there is no better word for it. Of course I am a god! What else would you call a being that wields such power?"

Below, the real Temnota wakes up, attacking Catherine and Yury. As her body awakens, her spiritual form morphs into a corrupt version of her former self, a creature of Tenebris. Letting out an inhuman shriek, the phantom Temnota charges toward you.

Battle Event

Place 'Boss - Temnota' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:15 - Victory*.

Chapter 4:15 - Victory

Defeated in battle, Temnota's spirit reverts to its human form. She languishes in despair.

"Where was the Voice when we needed guidance? Isofar needed strength, and Uvidet gave it to us. I followed his commands to the letter until I was swallowed up," she explains. "Where was the Voice? Why did He abandon us? We had to do it all on our own."

Catherine lands the killing blow against the real Temnota, sending her body back into the Circle and kicking up a plume of dust and debris. As the Circle crashes down, Temnota's spirit fades.

"We failed," she whispers. "We failed."

The moment she disappears, your spirits are whisked away.

Move the Guards to Forgotten Tower: Despair (Mini-Map). Proceed to page 86, and read Chapter 4:16.

Chapter 4:16 Forgotten Tower: Despair - Pavel

You find yourself high in the air above Telios, gazing at the world below. The entire planet is engulfed in a storm. Purple clouds swirl above you as a violent gale whistles past your ears.

The hooded figure you met earlier hovers next to you. His rage seems to match the intensity of the storm.

"The King abandoned His throne, and now He wants to return? All these years as He watched us toil and suffer from afar. Now, as we have finally become the masters of our own destiny, He wants to put us back in our chains. Fools! Do you even know who it is you truly serve? Do you even know who it is that you are fighting for?"

A flurry of lightning is unleashed from the clouds, striking the ground below. Your spirit once again slips free from your body and, in a flash, you are dragged across Isofar.

Move the Guards to Node 6. Proceed to page 87, and read Chapter 4:17.

Chapter 4:17 Exousia Castle - Yana

Telios spins below you, and you see far flung countries, nations that until now were unknown to you—or which had only been hinted at in rumors and folktales. Strange pale hunters creep through a thick forest of trees so dark that they are nearly black in color. Nomads in the desert dig for scorpions beneath the sand and quench their thirst on the fruit of fiery red trees with gnarled branches. Warriors gallop through grasslands on horseback. Hundreds of people stand knee-deep in swamp water, bowing their heads to the statues of strange, foreign gods. A merchant king secures a deal in secret, and an alliance is formed. You watch as the palaces of each country swell in size and the homes of ordinary citizens fall increasingly into a state of disrepair.

Then, your vision settles on a familiar face. You watch as Chrimata experiments on animals in cages, and then humans, creating monsters that scream as their flesh is ripped off their bodies. Their bones crack as their muscles swell in size. Chrimata's own body has grown almost impossibly tall and thin. His eyes have sunk deep into his skull and his teeth are as pointed as icicles.

As he labors tirelessly on his project, Chrimata's spirit hovers in the air next to you.

"I can't tell you how excited I was when I first discovered the possibilty of creating new life," his spirit calmly explains. "That is true power. Any new form of life will always feel unnatural to us, even monstrous, but only because we forget that nature is full of monsters. To evolve as a species, the weak must suffer."

"Those people are suffering," you say, pointing to the men and women locked in cages. "They are not playthings for you to corrupt or destroy."

"You overestimate their value," Chrimata's spirit answers coldly, "and your own. Sacks of meat destined for the grave. That's all we are. At least my subjects serve some greater purpose. I bestow something noble to their otherwise meaningless lives."

"The words of a man who has resigned himself to the darkness," Pavel says, with genuine pity in his voice.

"Darkness?" Chrimata's spirit laughs. "Darkness is inevitable. In the end, we will all succumb to it. Only by embracing that, can we delay the inevitable."

You hear voices coming from beyond the walls of the fortress. The real Chrimata stands up, his curiosity piqued. You follow him outside to a field covered in snow. Kharzin and Vera call out to Chrimata and his face contorts with rage. "I sent an entire mountain crashing down on your heads!" he yells. "Why won't you just die!?" As Chrimata fights Kharzin and Vera below, Chrimata's spirit focuses his attacks on you.

Battle Event

Place 'Boss - Chrimata' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:17 - Victory* below.

Chapter 4:17 - Victory

"Do you think this changes anything?" Chrimata demands. "You've only proven my point. The weak perish. The strong survive."

His spirit has weakened so much that it starts to fade. Below, you notice that Kharzin and Vera have triumphed over Chrimata in his physical form.

"At least I am honest," Chrimata's spirit whispers. "I do not placate myself with pleasant lies. There is no morality, only power. Consume or be consumed. That is the way of the world."

His spirit vanishes as yours is whisked back to the tower.

Move the Guards to Forgotten Tower: Darkness (Mini-Map). Proceed to page 88, and read Chapter 4:18.

Chapter 4:18 Forgotten Tower: Darkness - Pavel

You find yourself in total darkness. The Voice calls out to guide you. "Make your way to the Valley of Lux. You have been chosen. If the Stonebound fail, all is lost."

A faint light appears up ahead, and you move towards it.

"I'm here," you say. "We have done as you asked. We await your command."

The hooded figure emerges from the shadows. The Voice repeats itself, but is it truly the Voice? It sounds right, but... *No, it couldn't be. The hooded stranger could not possibly be its source.*

"Make your way to the Valley of Lux. You have been chosen. If the Stonebound fail, all is lost."

"Enough with your cheap tricks," Yana says. "We grow tired of your games. Who do you think you're fooling? The Voice sent us here to destroy you."

The creature laughs. "Or did I lure you here so that you would free me from my cage? I have been trapped in this tower ever since He left us, but now the seals are finally weakening. My hour of ascension is nearly at hand."

Your heart skips a beat. For a moment, it almost seems possible. Could it all have been a lie? If this creature has truly been imprisoned here, why were you told to weaken the seals protecting the tower? Why were only you and Yana sent to face him, if he is truly so powerful? Could you have been manipulated from the beginning? Has your entire mission been a lie?

"Deceiver!" Yana shouts. She raises her staff and steps forward into the light.

You sense Tenebris gathering, swirling around the hooded figure like water circling a drain. The dark energy is thicker and more powerful than any you've ever encountered.

"Fools!" the man snaps. "Do you not have minds of your own?! You willingly take on shackles and grovel in the mud, making yourselves servants to a power you do not even understand."

The clothed figure melts away and the darkness swirls until it coalesces into a giant shadowy entity too terrible to behold. When it speaks, it pierces your very soul.

"You're right, I am not the Voice. So where is He? Why has He fallen silent? Do you now understand the true purpose of your mission? You are sacrificial lambs. Of all the Stonebound, you were the most expendable. That is why He sent you here to die."

"Enough of your lies! Who are you?" Yana demands.

The creature laughs, his voice becoming twisted and distorted beyond recognition. "I am Lucian, First of men! Beholden to none!" With a soundless scream, he attacks you with the full fury of Tenebris.

Battle Event

Place 'Boss - Lucian - First of Men' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:18 - Victory* below. **Spirit Boss Challenge C4:3 now unlocked!**

Chapter 4:18 - Victory

For the first time since you've entered the tower, you hear the Voice—the true Voice—rallying to your side. "I am with you."

As you battle the darkness, the words nourish you, granting you renewed vigor. You rain blow after blow down upon Lucian, augmented by the power of the Voice. Lucian staggers back, caught off guard by your sudden burst of strength.

Lucian screams, and the shadows wrap themselves around him sheathing him in a cloak of darkness. The bundled mass of energy slowly rises into the air and then flies eastward towards Razdor.

The moment he is gone, the dark fog surrounding you dissipates, and you find yourself in an ordinary tower, empty apart from the crumbling stones of a spiral staircase.

"Is that it?" Yana asks. "Did we win?"

You shrug. "Or did we fail? That creature was trapped here. Now it has been set loose upon Isofar. I fear its reign of terror has only just begun."

Move the Guards to Fort Istra: Courtyard (Mini-Map). Proceed to page 90, and read Chapter 4:19.

Chapter 4:19 Fort Istra: Courtyard - Yana

You make your way back across the bridge, and a familiar voice calls out a greeting from the ruined fort. "Yana! Pavel! You're late—and you'd better hurry. Kharzin has nearly drunk all the good wine." It's Alek. You race toward him, wrapping him in an embrace.

"Easy now," he says. "I just walked all the way here from Castle Strig. My back is killing me."

"Grigory… the others? They're all here?"

As if in answer, Alek leads you into the courtyard. As you approach, music fills the air. Catherine is strumming a small lute and humming quietly. A modest feast has been prepared, spread out over several tables. The army gathered here is an eclectic bunch. Isofarian Guard mingle with farmers, Koros soldiers, and Tumani. Cephas stands up to greet you, but Kharzin and Vera have not yet noticed your arrival. They're too focused on their own conversation.

"Forget it," Vera snaps.

"It was just a thought," Kharzin explains. "When this is all over, if you decide to go to Paran, I would be honored to travel at your side."

Yury races up to you. "Yana! Pavel!" He turns and calls back. "Captain Grigory, they're here!"

The others soon gather around you, offering their greetings.

"Dunamis told us not to go after you," Vera explains, "that it was too late to enter the tower. Kharzin wouldn't listen. He charged halfway across the bridge before we finally convinced him to turn back around."

"And I was a fool to listen," Kharzin says. "Pavel, Yana, forgive me. I should have been there to fight at your side."

"Personally, I wasn't even a little bit tempted," Alek claims. "I've had my fill of spooky towers and Tenebris monsters. Besides, the food is much better on this side of the bridge."

Pavel eyes the tables. "Isn't it a bit premature for a victory party?"

"The war is not yet won," Captain Grigory admits, "but we have many reasons to celebrate—your return not least among them."

Dunamis approaches, and a silence falls over the assembled crowd. "You've each done your part. The seals have been broken; the Forgotten Tower has been cleansed. Lucian has been released from his cage just in time for the final battle. He has taken Razdor, but he has suffered many defeats. He is desperate. His end draws near. Celebrate well. Cherish this time together. Not all will survive the coming storm, but we will stand together, come what may."

There is a brief silence before Dunamis salutes you all and departs, seeking solace in solitude.

Once Dunamis is gone, everyone gradually returns to their feasting, happily swapping stories from their adventures across Isofar. Catherine strums her lute, and Yury sings along—although a bit off-key:

Rise weary lovers, the day has begun
Dreams fade in the light of the sun.
I'll be your partner,
I'll be your boon.
We can dance
By the light of the moon.
Wait, wait for the light of the moon.

As you soak it all in, you find yourself grabbing Pavel's hand and gently squeezing it. He smiles. Together, you take a seat at one of the tables.

"Well," Pavel says. "Let's eat."

END OF CAMPAIGN 4

Record final stats of Pavel and Yana in the 'End of Save Index' in the Fort Istra and Save Index Book on page 86.

Continue the story by proceeding to Campaign 5!